“What is Life?”

692-017

Network Pitch

Date 09/18/09

- [x] Board Team Final 06/30/09
- [x] Creators Pass
- [x] Network Approval
- [ ] Recording Board
- [ ] Revisionist Pass
- [ ] Animatic Scan Board
- [ ] Pre-Animatic Slug Board
- [ ] Conformed to Animatic Board
- [ ] Final

Adventure Time with Finn & Jake
Created by
Pendleton Ward

Creative Director
Pat McHale

Storyboard by
Luther Mclaurin & Armen Mirzaian

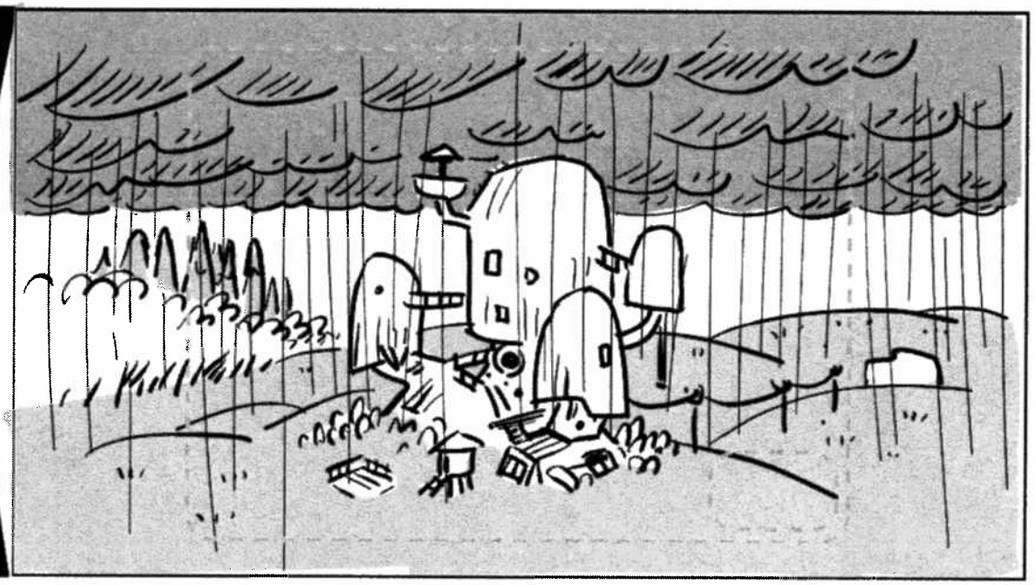
© Cartoon Network, Copyright 2009, all rights reserved. This material is the property of The Cartoon Network Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manor except for production purposes and may not be sold or transferred.

ADVENTURE TIME

Page 1

Sc. 1 Pnl. A Bg. day night

Sc. 1 Pnl. B Bg. day night



Dialog:

SFX

(CALM RAINING)

Action:

(BLACK SLUG)

FADE IN: ON AWESOME FORT-
A LAZY RAINY DAY

Timing:

EPISODE #

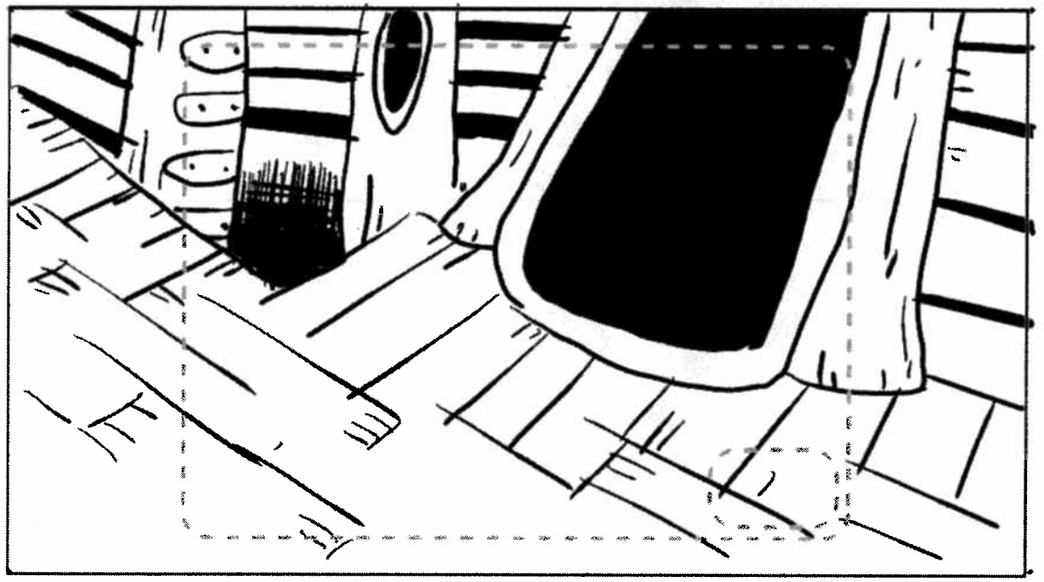
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

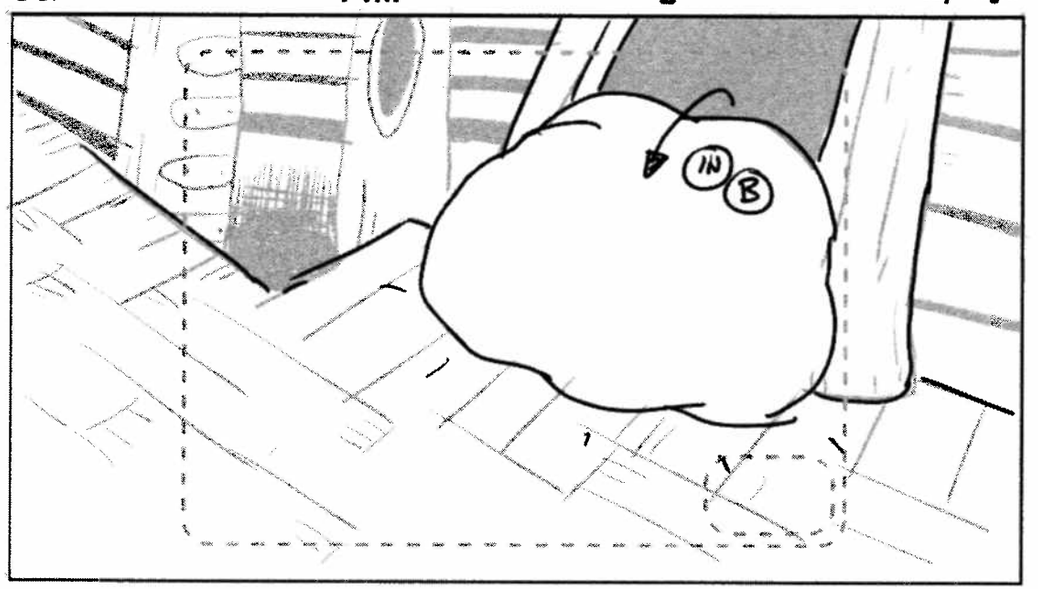
ADVENTURE TIME

Page 2

Sc. 2 Pnl. A Bg. day night



Sc. 2 Pnl. B Bg. day night



Dialog:



Action:

(CUT) INT. LIVING ROOM

TRASH BAG

BUTTER FILLED TRASH BAG (IN)

Timing:

EPISODE #

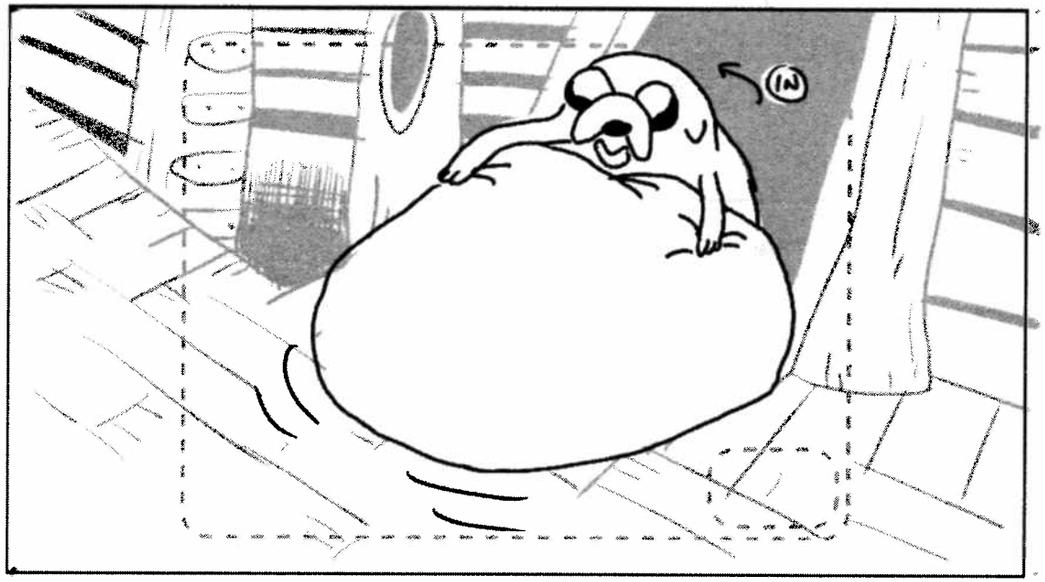
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

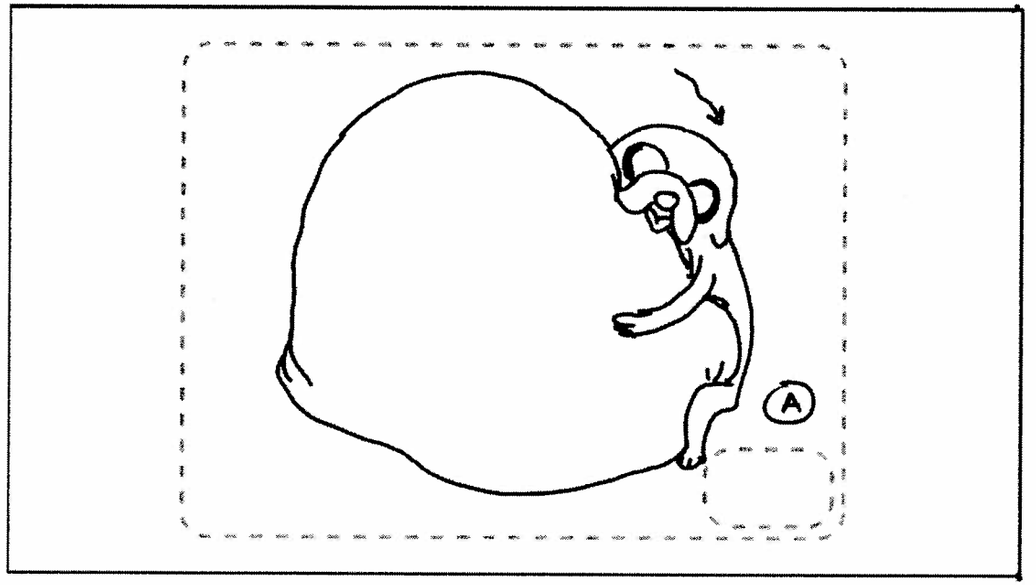
ADVENTURE TIME

Page 3

Sc. 2 Pnl. C Bg. day night



Sc. 2 Pnl. D Bg. day night



Dialog:

J: uh huh huh huh huh

J: hey man ... uh huh huh

(A) (B)

Action: Jake pops (IN)



Timing:

EPISODE #

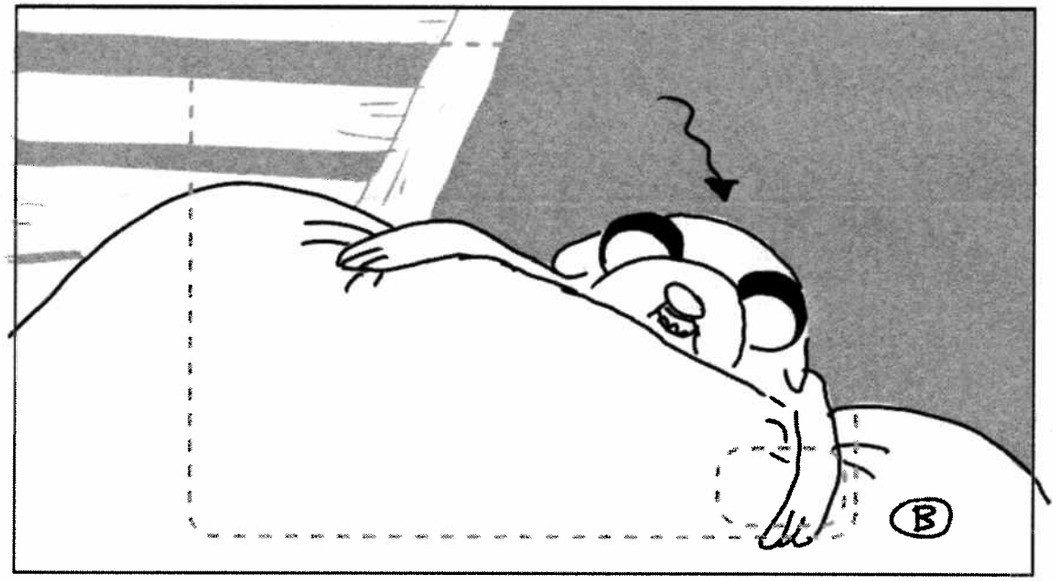
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this facility, duplicated or used in any manner, except by production personnel, and may not be sold or transferred.

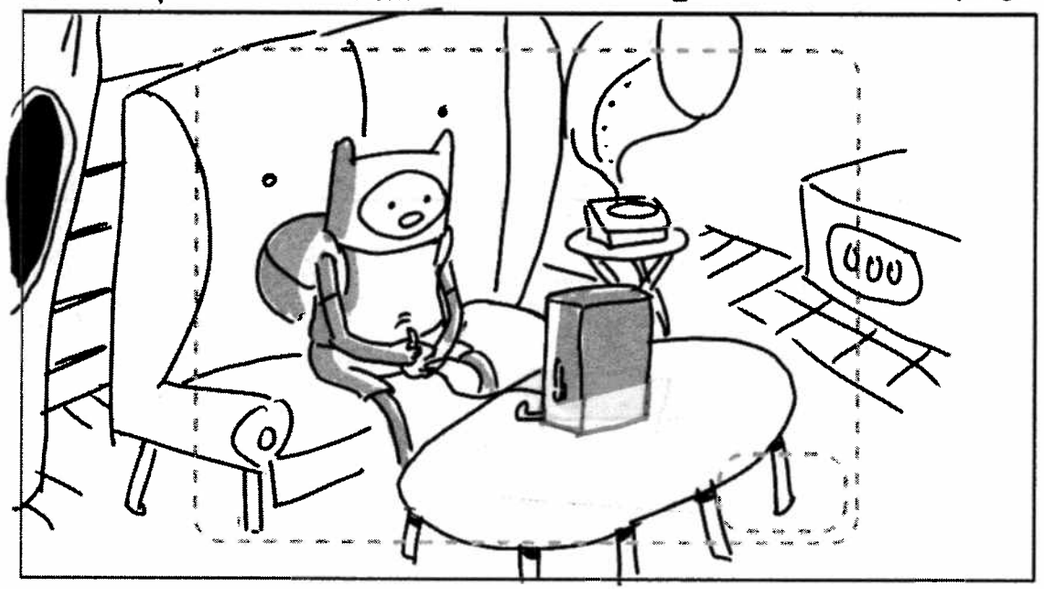
ADVENTURE TIME

Page 4

Sc. 3 Pnl. A Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:

J: huh huh huh huh huh

(F) what's so funny?

(A) (START POSE)



Action:

(CUT)

(CUT) TO Finn on couch playing v. games on Beemo.

Timing:

EPISODE #

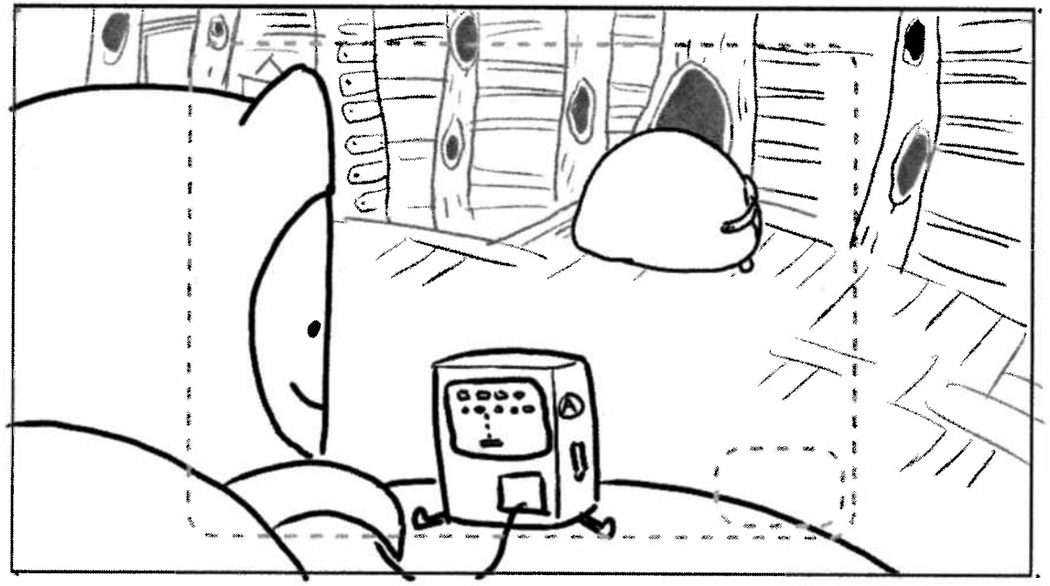
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

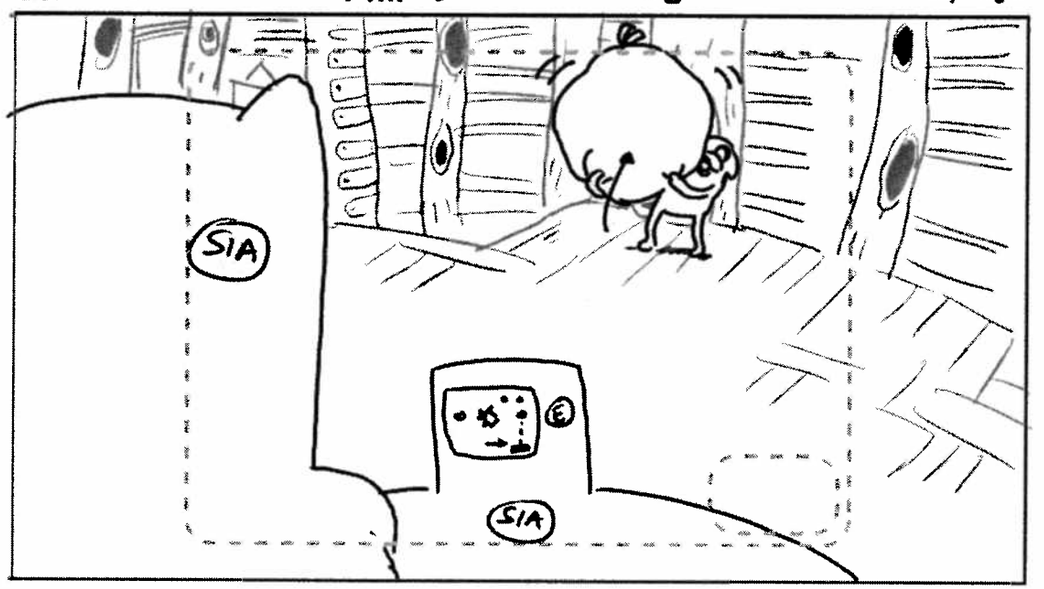
ADVENTURE TIME

Page 5

Sc. 5 Pnl. A Bg. day night



Sc. 5 Pnl. B Bg. day night



Dialog:

J(V.O.): oh, y'know, → J: just taking this garbage bag of butter..

Action:

(V.game screen)



CUT

Timing:

EPISODE #

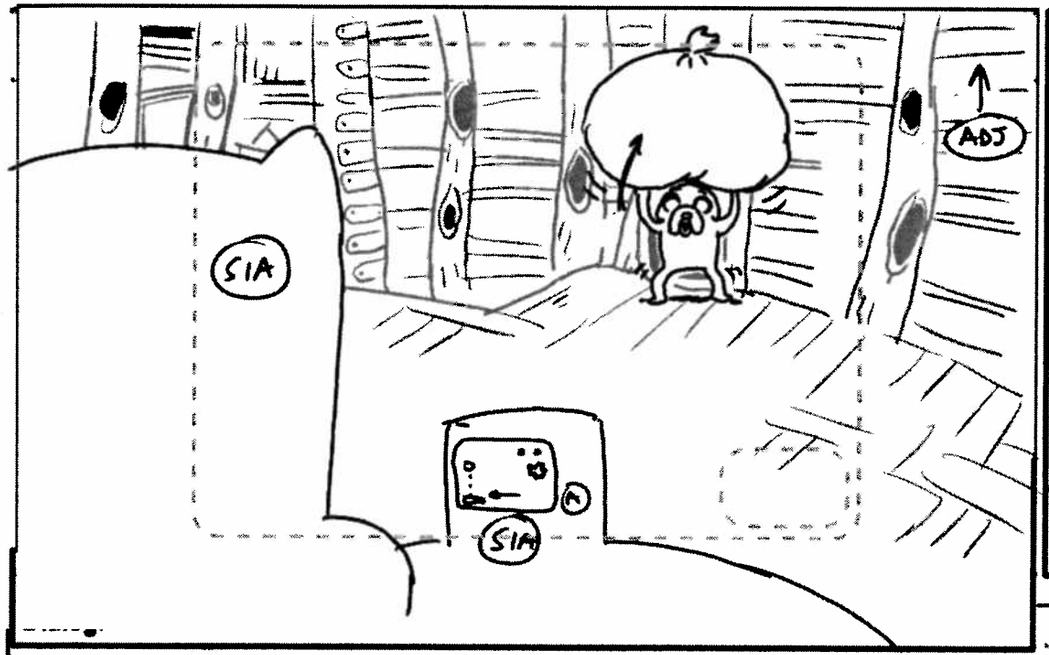
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

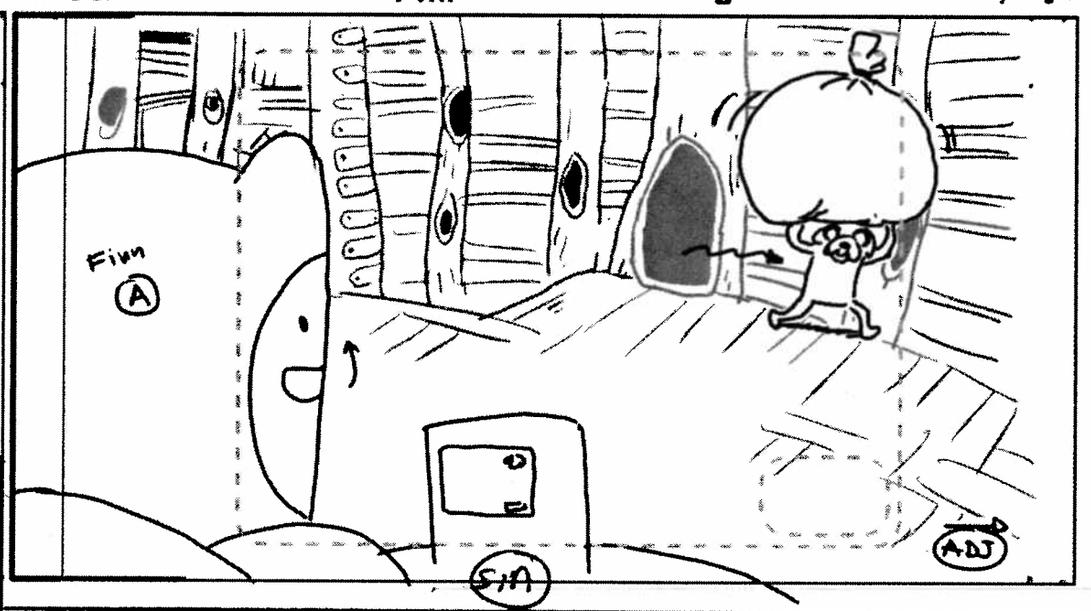
ADVENTURE TIME

Page 6

Sc. 5 Pnl. C Bg. day night



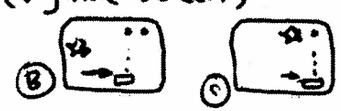
Sc. 5 Pnl. D Bg. day night



J: ... into the house ... eh heh heh ...

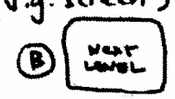
F dude, that's not that funny —

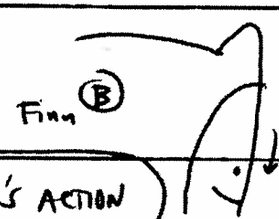
Action: (v game screen)



— ADJ WITH JAKE'S ACTION

(v.g. screen)





— ADJ → W/ JAKE'S ACTION

Timing:

EPISODE #

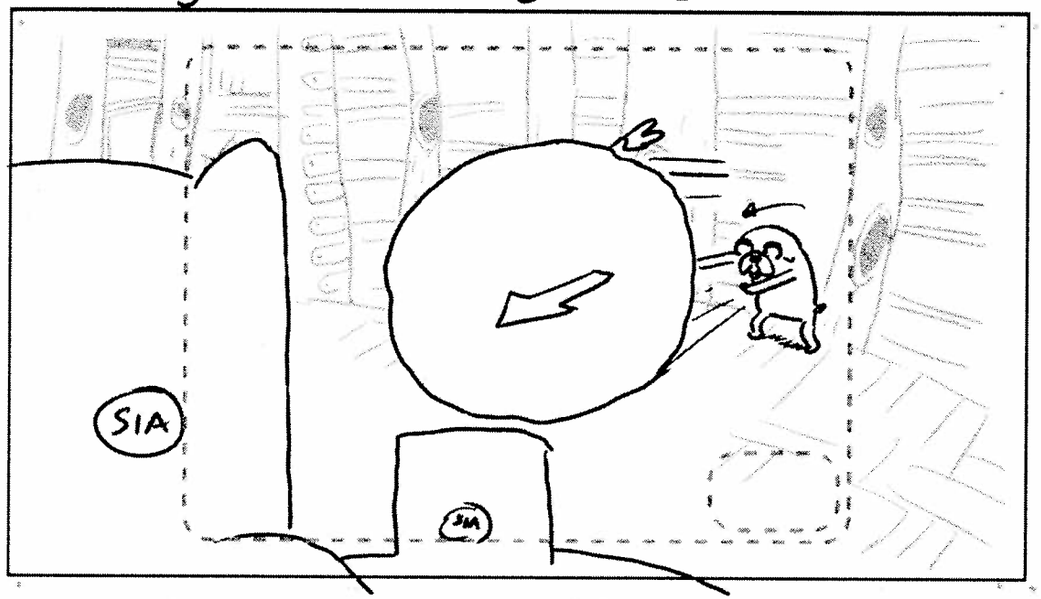
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

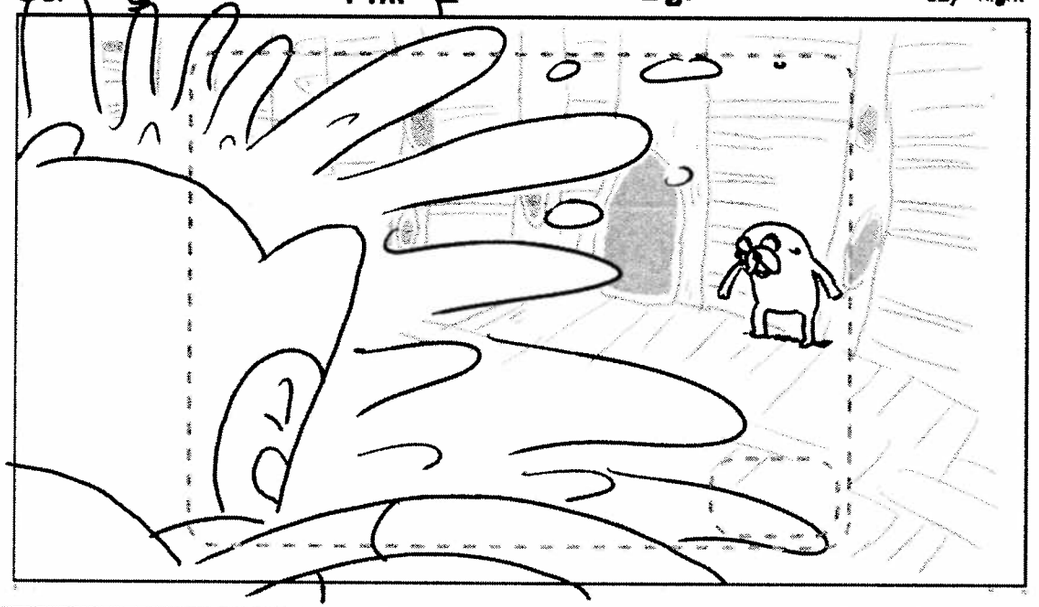
ADVENTURE TIME

Page 7

Sc. 5 Pnl. E Bg. day night



Sc. 5 Pnl. F Bg. day night



Dialog:

(J) EHH!!

SFX
(SPLASH!)

Action:

Jake throws trash bag

- BAG EXPLODES ON FINN BUTTER SPLASHES OUT OF IT.

Timing:

EPISODE #

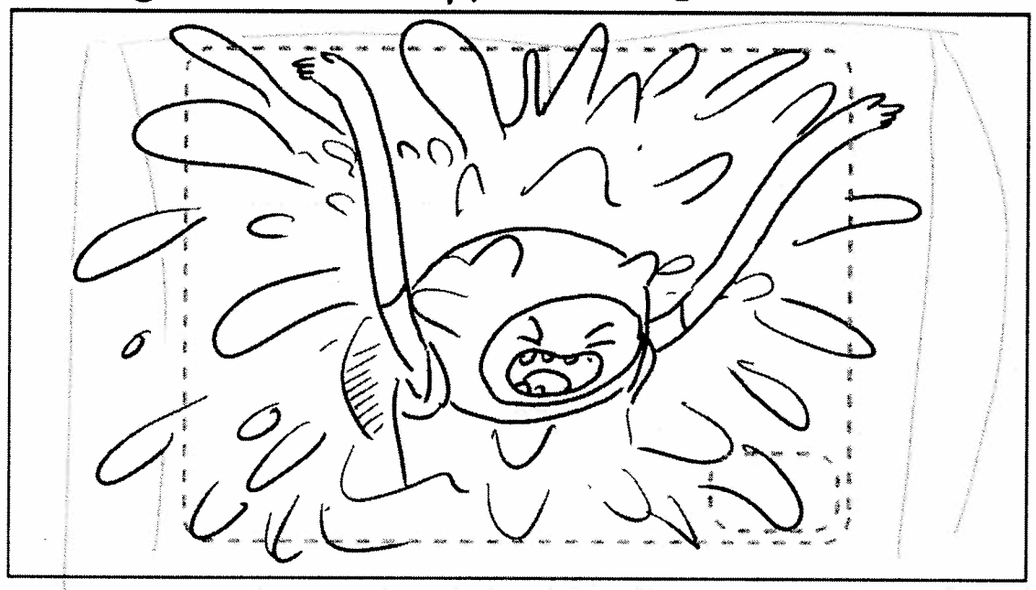
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

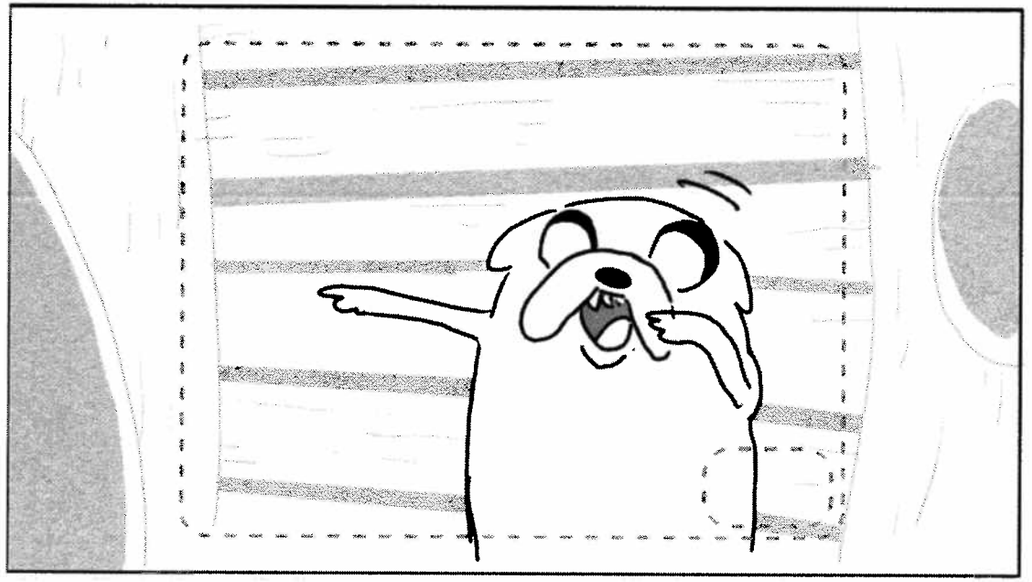
ADVENTURE TIME

Page 8

Sc. 6 Pnl. A Bg. day night



Sc. 7 Pnl. A Bg. day night



Dialog:

Finn: ARGHH!!!

(J) Ahh, hahhahhah!

Action:

(CUT) Reverse shot - on Finn get (H/U) drenched in butter. (CUT)

Timing:

EPISODE #

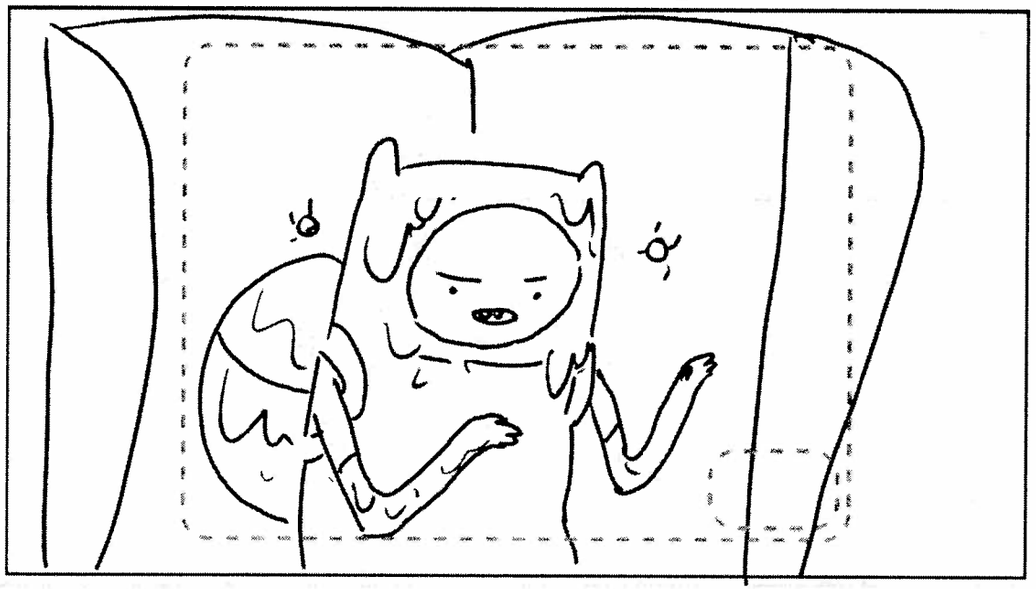
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for productions purposes, and may not be sold or transferred.

ADVENTURE TIME

Page 9

Sc. 8 Pnl. A Bg. day night



Sc. 8 Pnl B Bg. day night



Dialog:

FINN: AWW....
BUTTER PRANKED ~~~~ I CAN'T ~~~~>

Action:

CUT

Timing:

EPISODE #

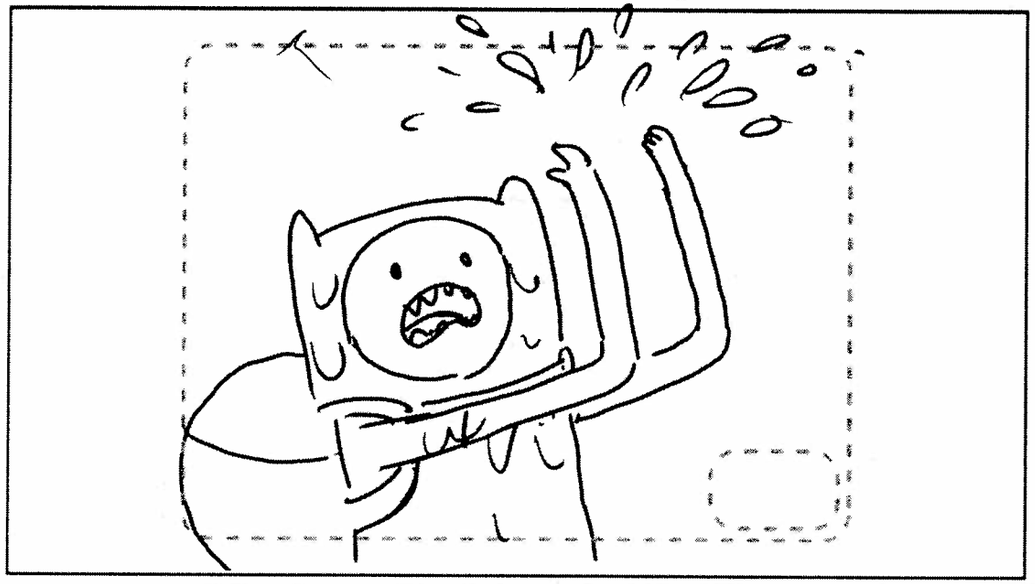
Production #:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

ADVENTURE TIME

Page 10

Sc. 8 Pnl. C Bg. day night



Sc. 8 Pnl. D Bg. day night



Dialog:

(F) Believe! → I DIDN'T see that coming!

Action:

BUTTER SQUIRTS OFF Finn's HANDS

Timing:

EPISODE #

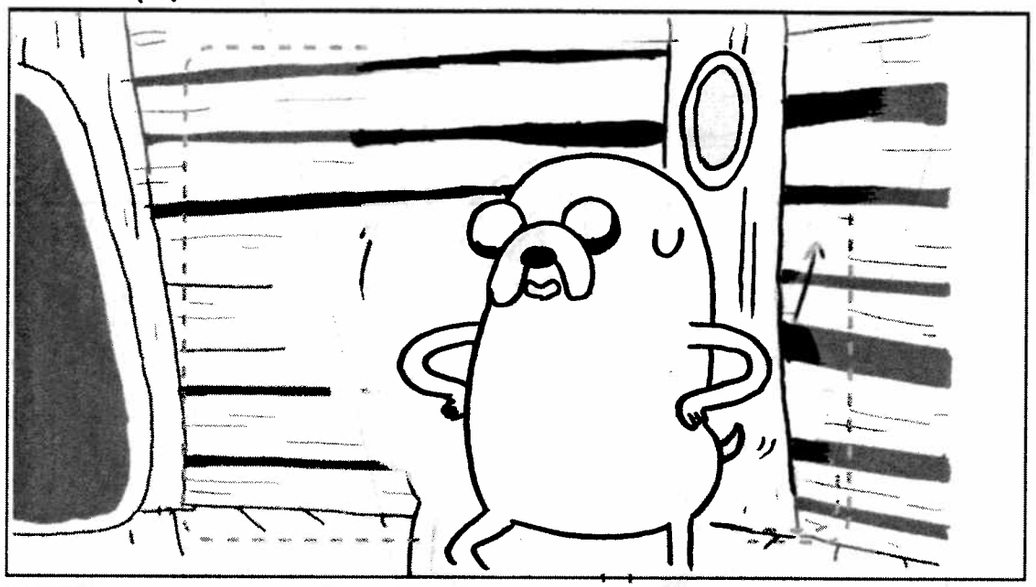
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Page 15

Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night

X

Dialog:

(J) heh.. Yeah ... I'm a genious.

Action:

(CUT)

Timing:

EPISODE #

Production :

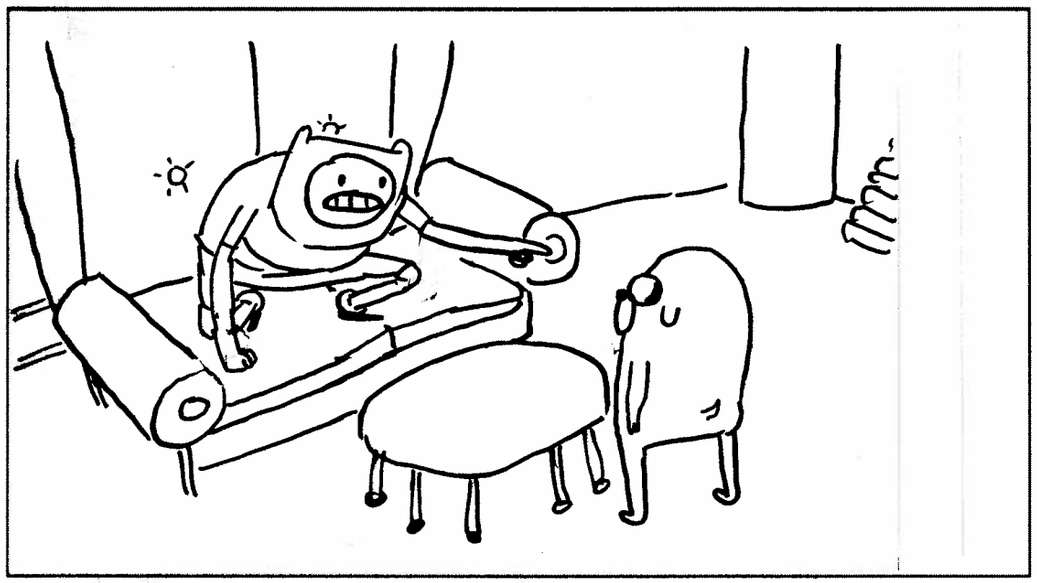
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

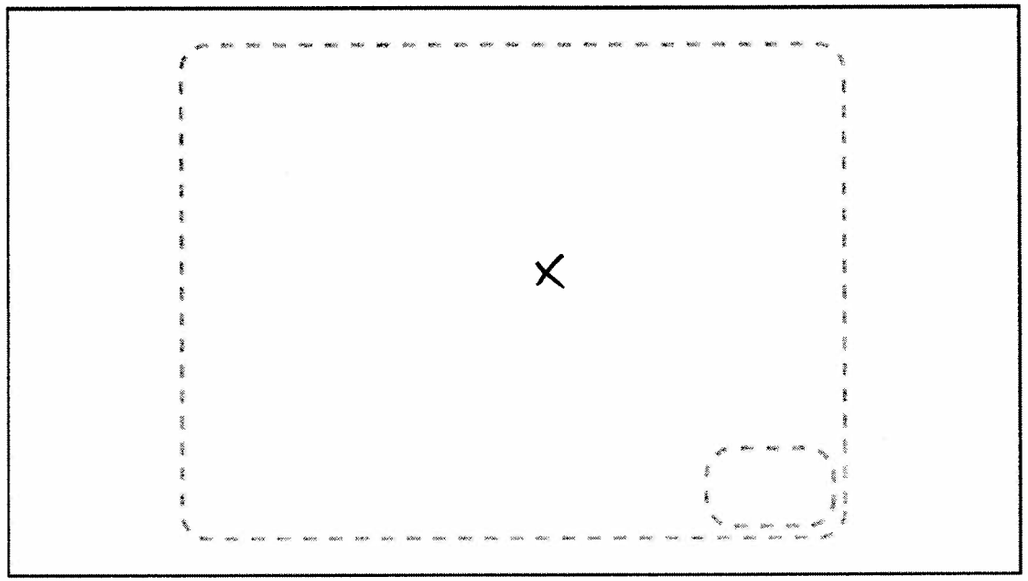
(No pgs. 17-20)

Page 16

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



EPISODE #

Dialog:

(F:) YOU HAVE OFFENDED MY HONOR, SIR!

Action:

Timing:

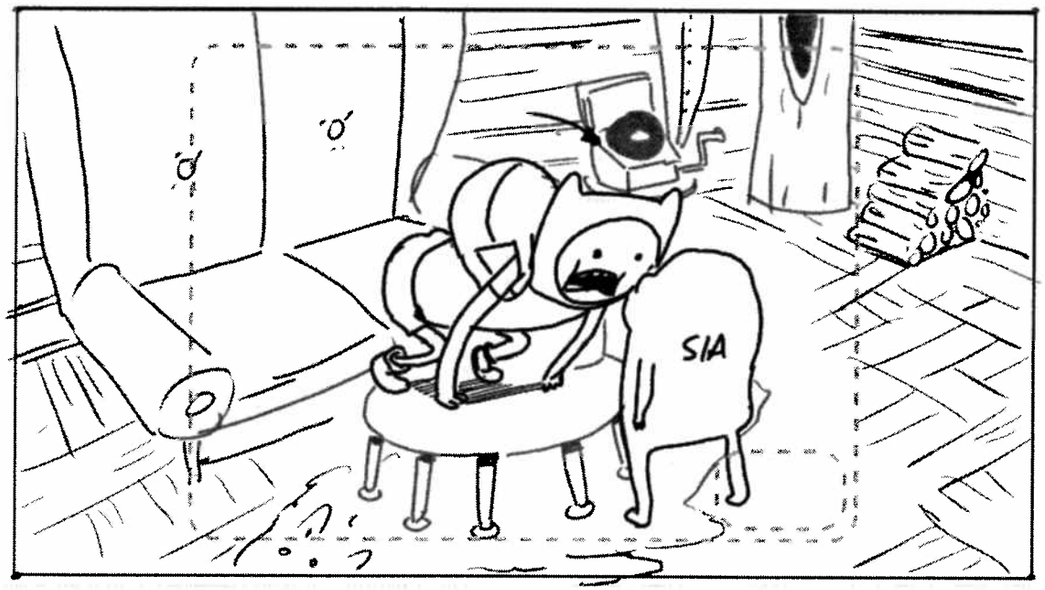
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

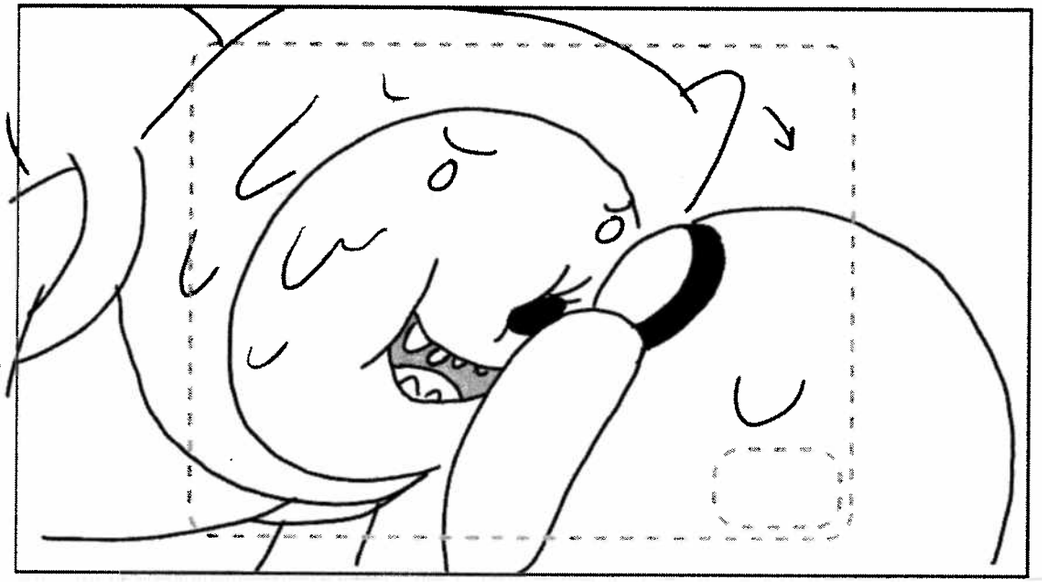
ADVENTURE TIME

Page 21

Sc. 19 Pnl. C Bg. day night



Sc. 20 Pnl. A Bg. day night



EPISODE #

Production :

Dialog:

(F) and in so doing you have awoken the pranking Demon that sleeps in ~~the~~ my pits..

(CUT) the Demon is coming for you.. mortal. It is going to prank you..

Action:

Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except by authorized personnel, and may not be sold or exchanged.

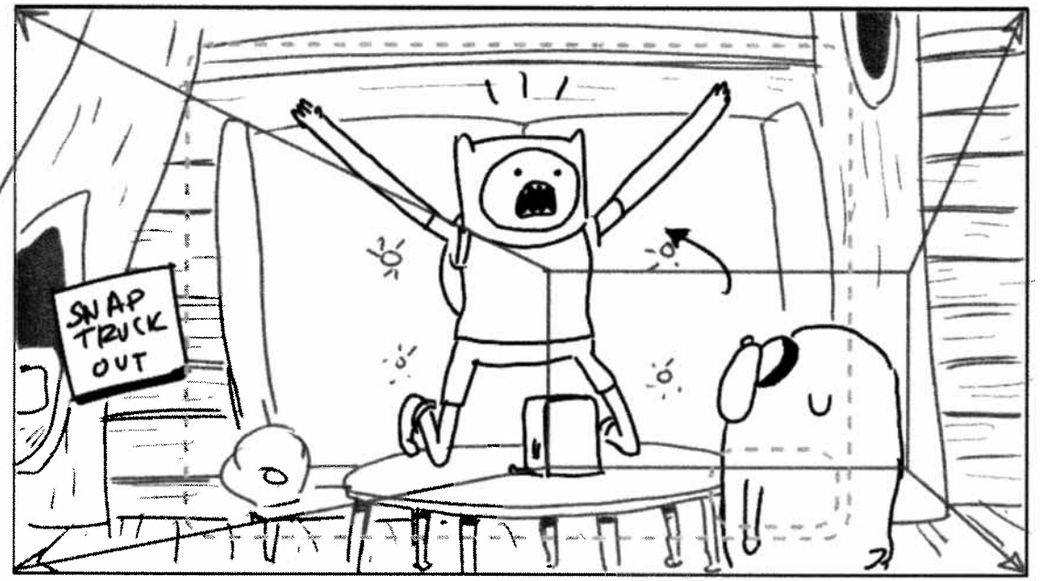
ADVENTURE TIME

(NO PG 22)

Page 23

Sc. 20 Pnl. D Bg. day night

Sc. 20 Pnl. E Bg. day night



DI

A

T

SO HAAAARD!

EPISODE #

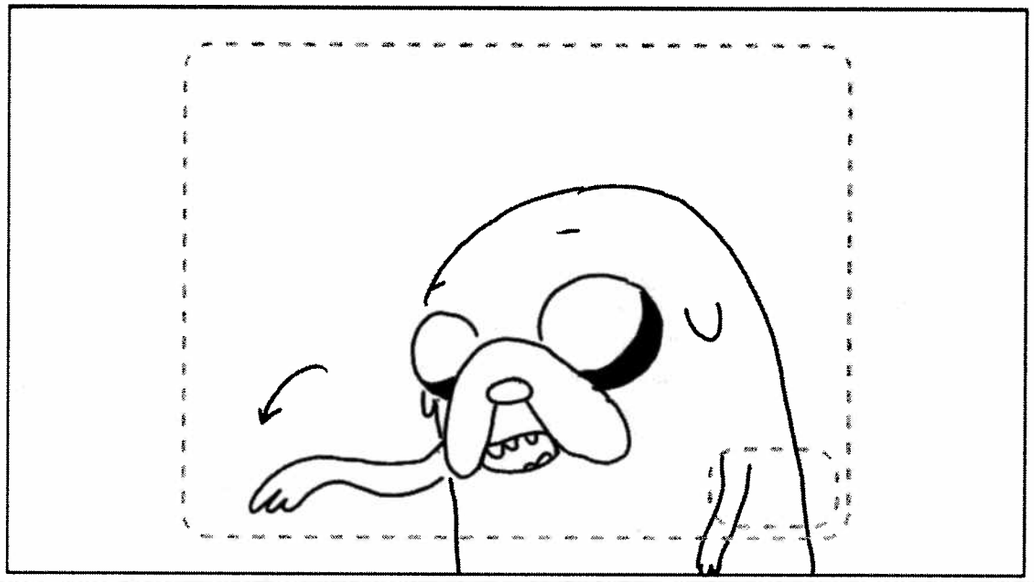
Production :

• 2009 This material is the Property of Otter Cartoon Network, Inc. It is unpublished and must not be taken from this studio by anyone not employed or used in any manner except for production purposes. And may not be sold or reproduced.

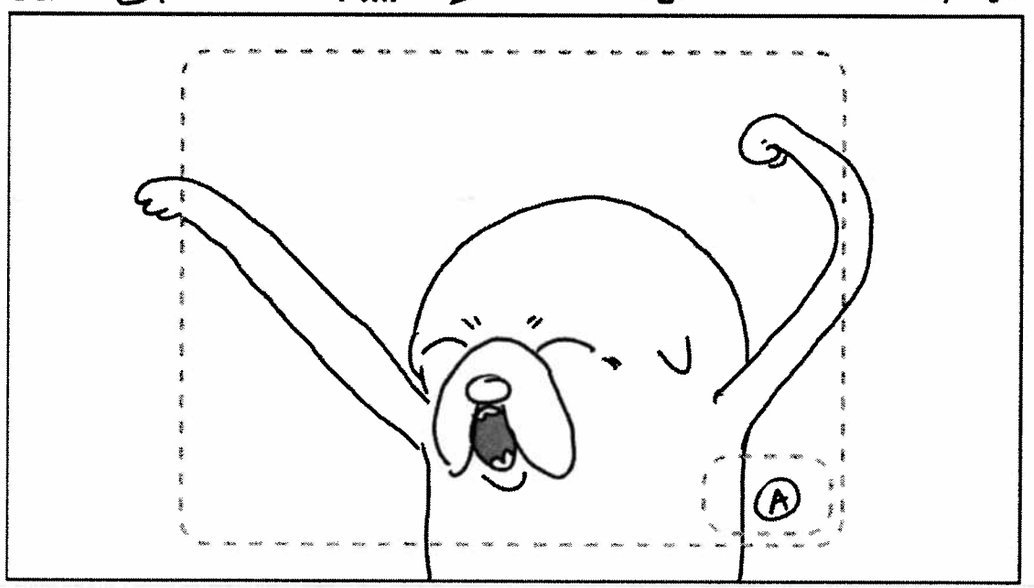
ADVENTURE TIME

Page 24

Sc. 21 Pnl. A Bg. day night

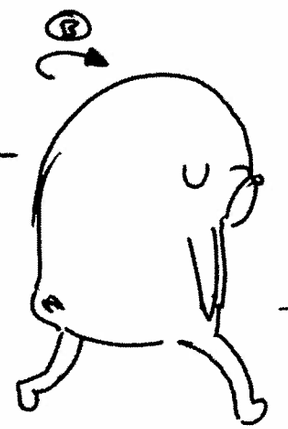


Sc. 21 Pnl. B Bg. day night



Dialog:

(J) whatever... I'm gonna take a day long nap. → (yawn!)



Action:

CUT *(refer. bg from pnl C)*

Timing:

EPISODE #

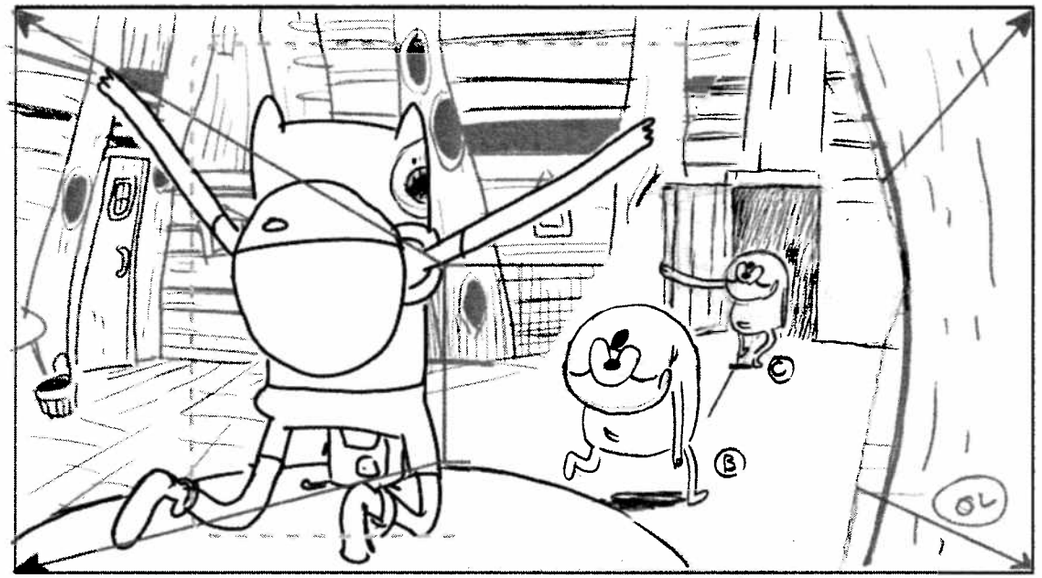
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

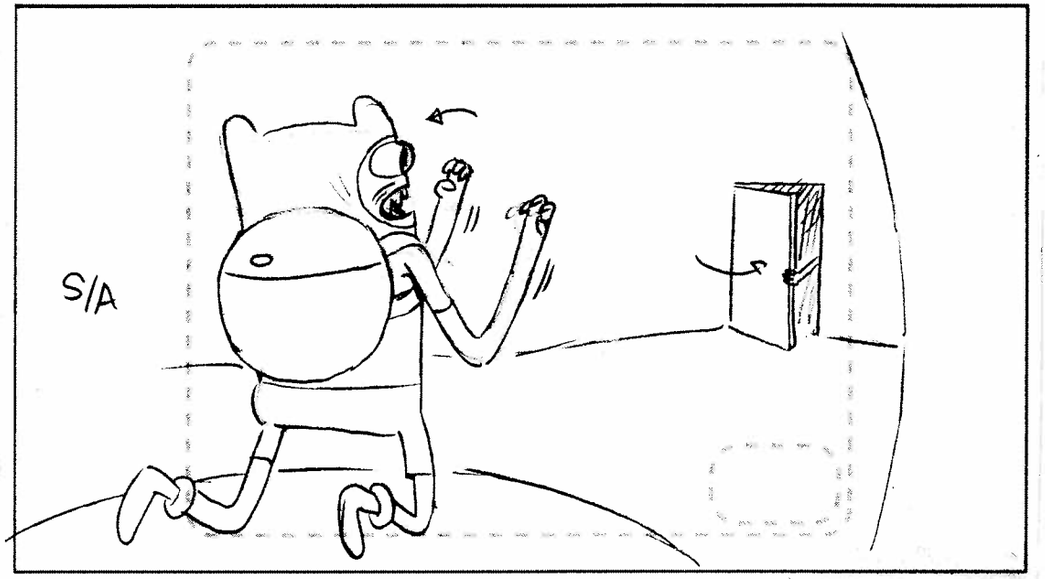
ADVENTURE TIME

Page 25

Sc. 21 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(J) (SNORING!)

(F): THAT'S RIGHT, SUCKAH! GO NAP IT UP!



(F) FOR WHEN YOU WAKE, THE PRANKING DEMON WILL BE UPON YOU.

Action: — TRUCK-OUT

— Jake walks (OLS) with his head hanging backwards

Timing:

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

S/A



SFX: DOOR SLAM

S/A

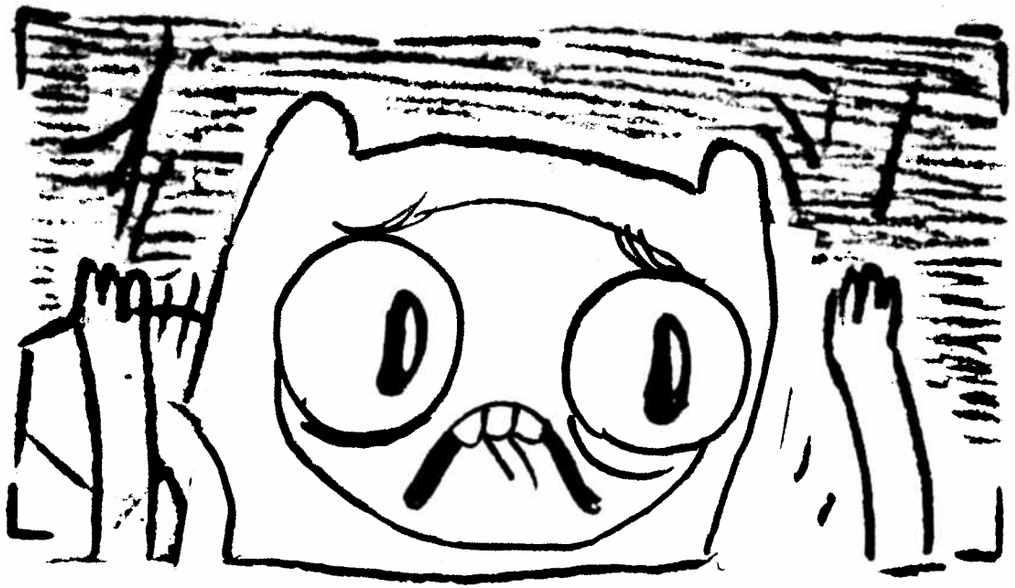


(F:) What am I gonna do?!

Action

Thinks

26A



F: HNHHHH!



E: AAARGH...

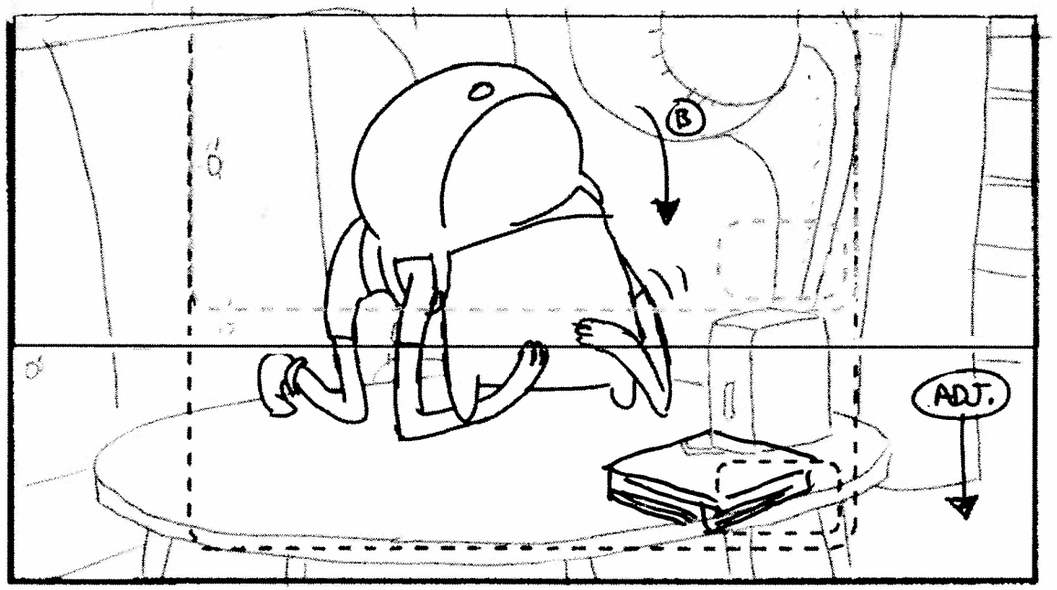
Action

Dialog

ADVENTURE TIME

Page 27

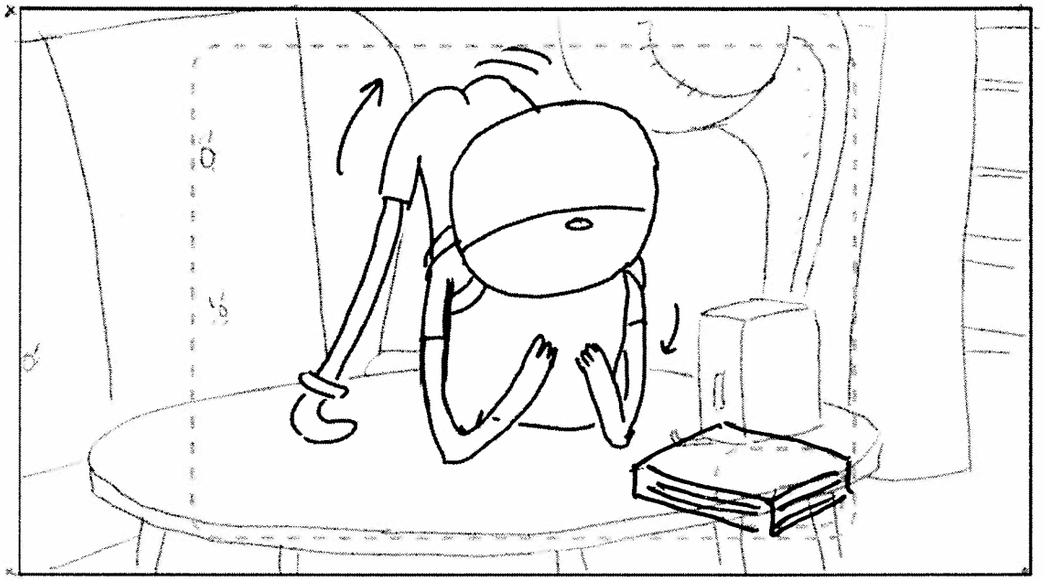
Sc. 24 Pnl. A Bg. day night



Finn: (B) ARGHH!! MAN!

Timing

Sc. 24 Pnl. B Bg. day night



(F) Nothings better than throwing a big bag of butter at someone! That's the best prank ever!

EPISODE #

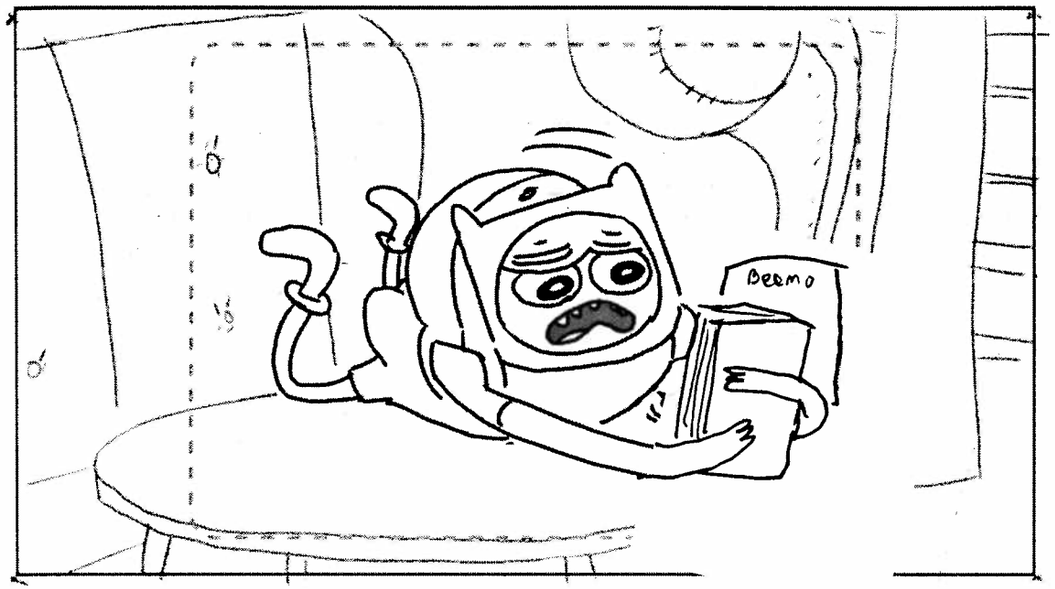
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or monitored.

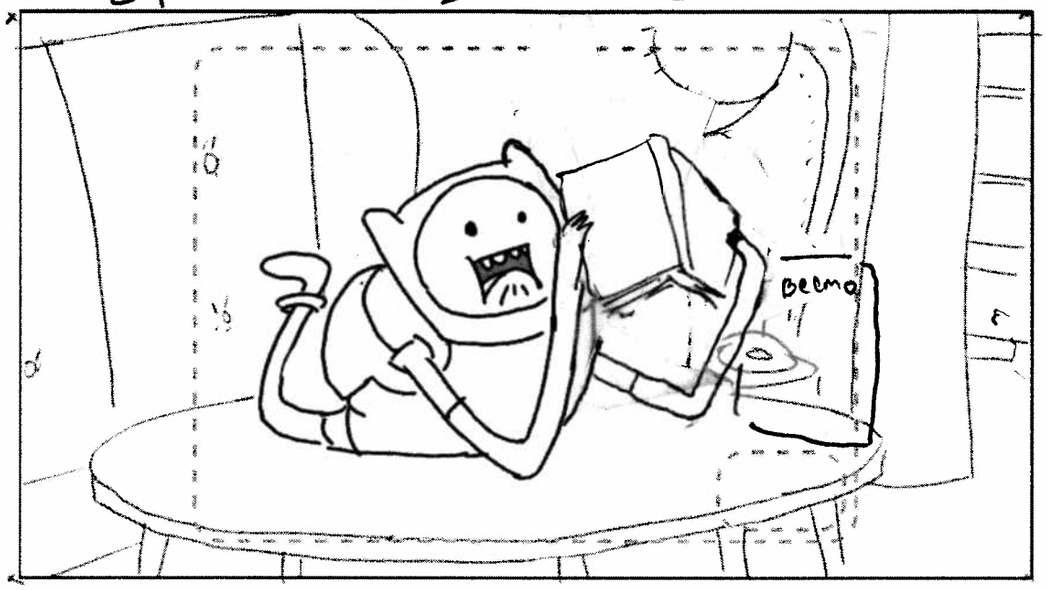
ADVENTURE TIME

Page 28

Sc. 24 Pnl. C Bg. day night



Sc. 24 Pnl. D Bg. day night



Dialog:

(F) ~~Oh~~ Maybe this book of pictures can help me!

~~Please~~ Answer Me Book!! What's better than butter!?

Action:

Timing:

EPISODE #

Production :

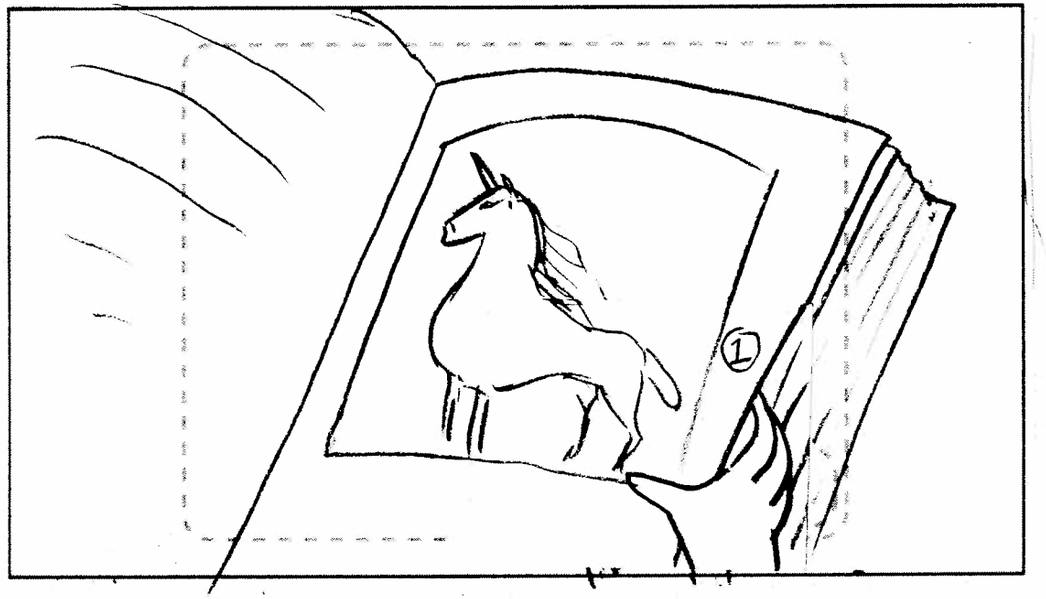
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Page 29

Sc. 25 Pnl. A Bg. day night

Sc. 25 Pnl. B Bg. day night

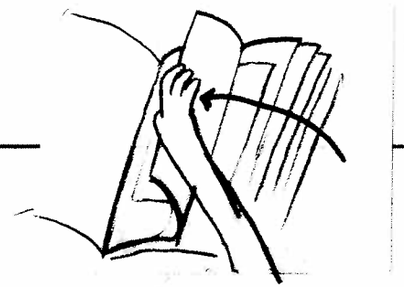


Dial

Acti

Tim

A - UNICORN



EPISODE #

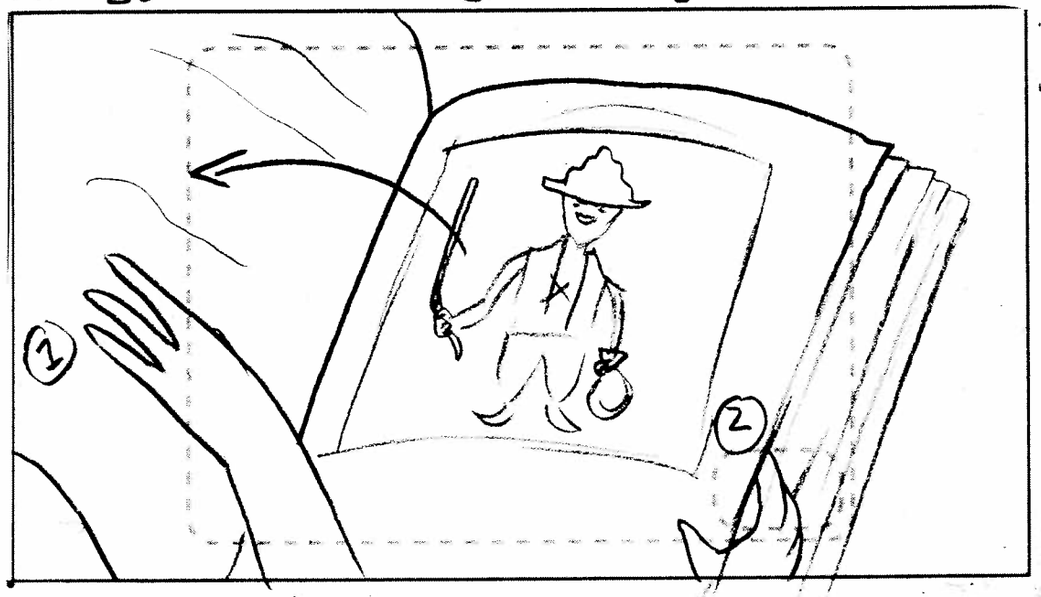
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

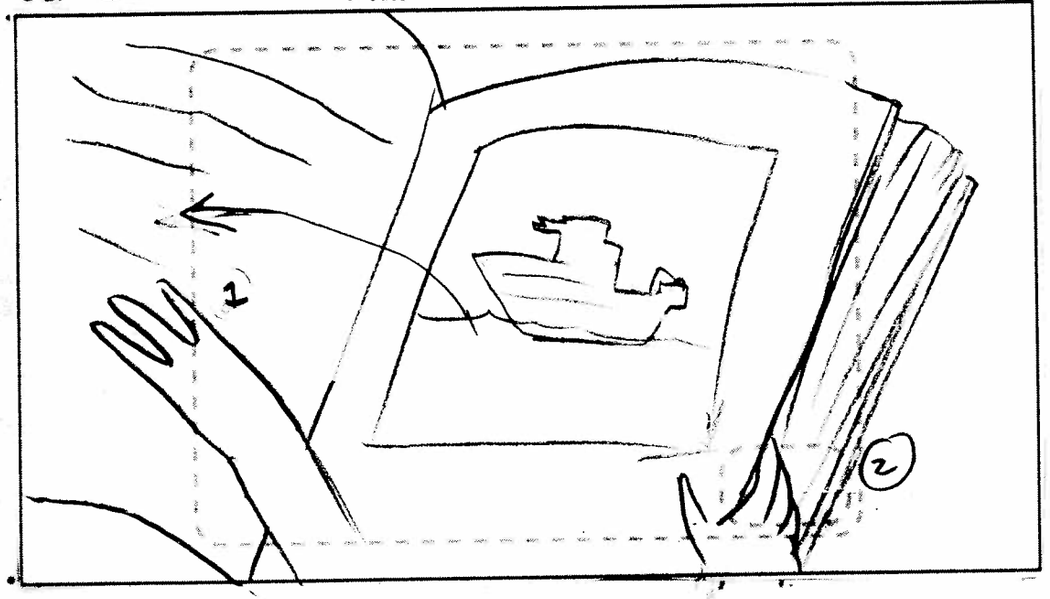
ADVENTURE TIME

Page 30

Sc. 25 Pnl. C Bg. day night



Sc. 25 Pnl. D Bg. day night

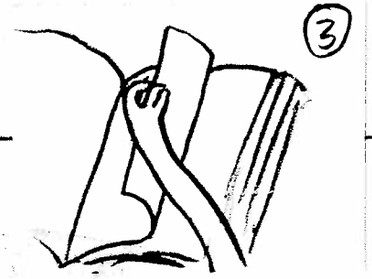


Dialog:

(B) A - TREASURE-HUNTER → A - BATTLE-SHIP →

Action:





Timing:

EPISODE #

Production :

• 2009 This material is the Property of Pilot Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

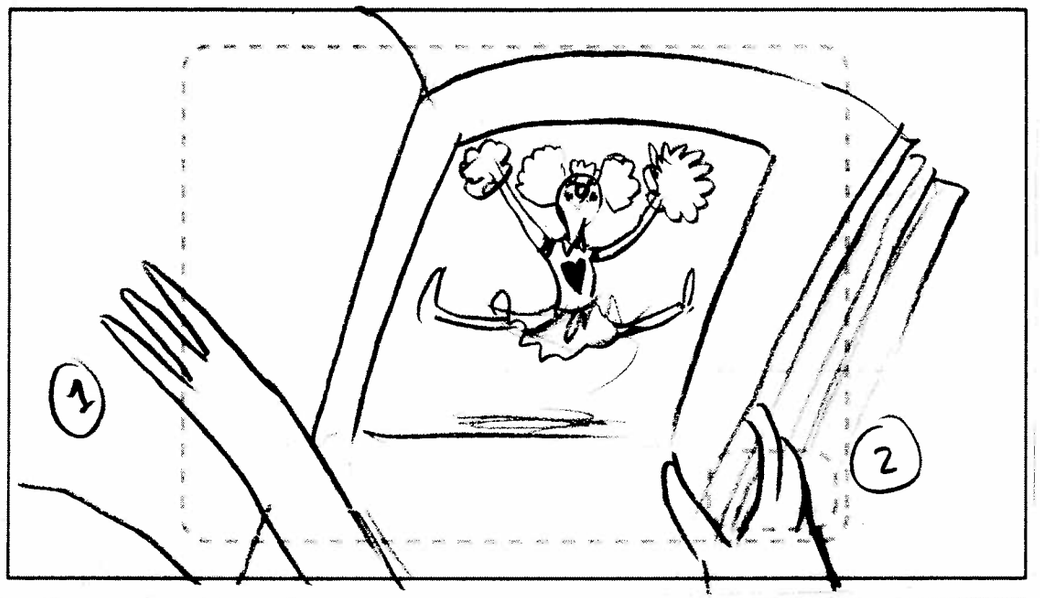
ADVENTURE TIME

Page 31

Sc. 25 Pnl. E Bg. day night



Sc. 25 Pnl. F Bg. day night

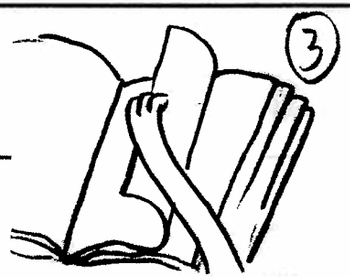


Dialog:

(B) A-PIE, → A-YOUNG-GIRL-IN-LO*

(F) (VO) wait!! BOOK! REWIND!

Action:



Timing:

EPISODE #

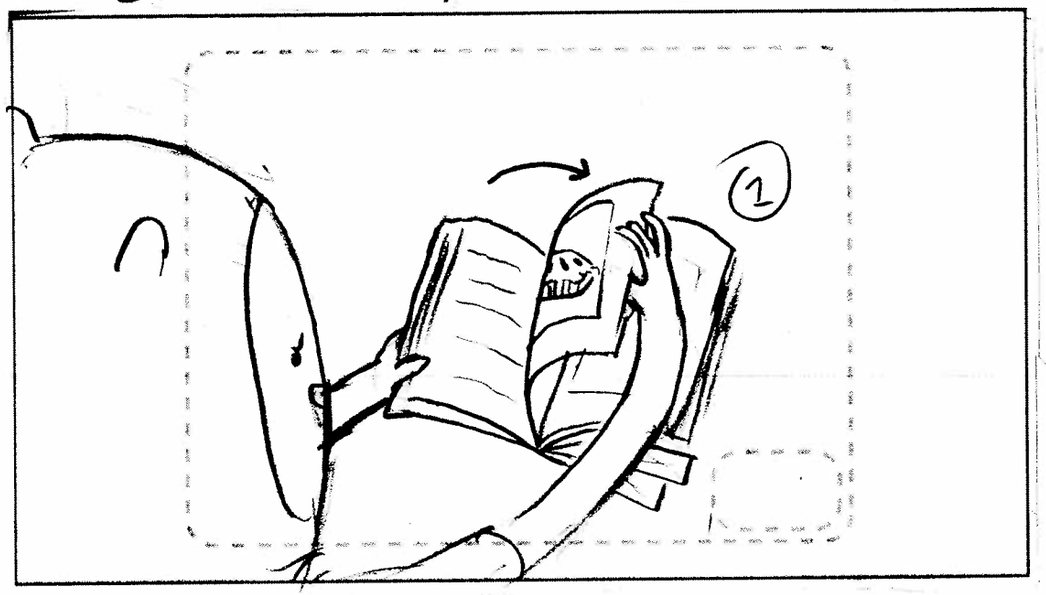
Production :

• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Page 33

Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night

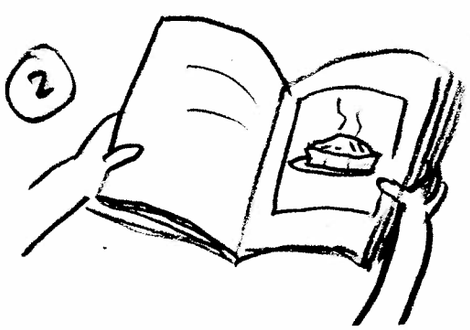


Dialog:

(F) That's IT! PIE!!

(F) I'll throw Neverending pies at Jake's face, forever!

Action: CUT





Timing:

EPISODE #

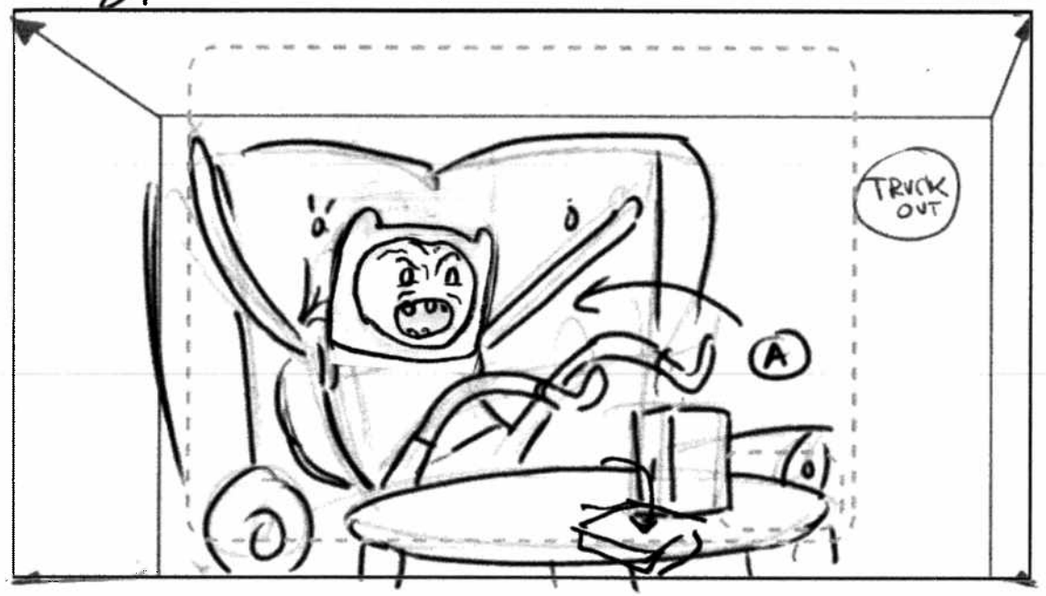
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

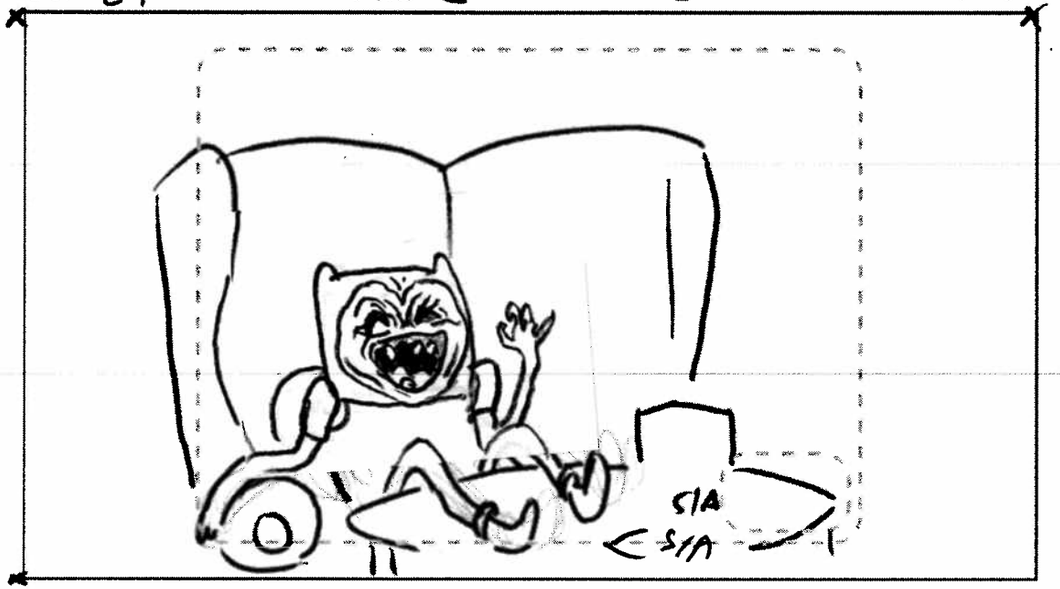
ADVENTURE TIME

Page 34

Sc. 29 Pnl. B Bg. day night



Sc. 29 Pnl. C Bg. day night



Dialog

(F) All I have to do is build a neverending pie throwing machine!

(F) *evil laughter*
(END PANEL/POSE)

Action

— Settles —

Timing

EPISODE #

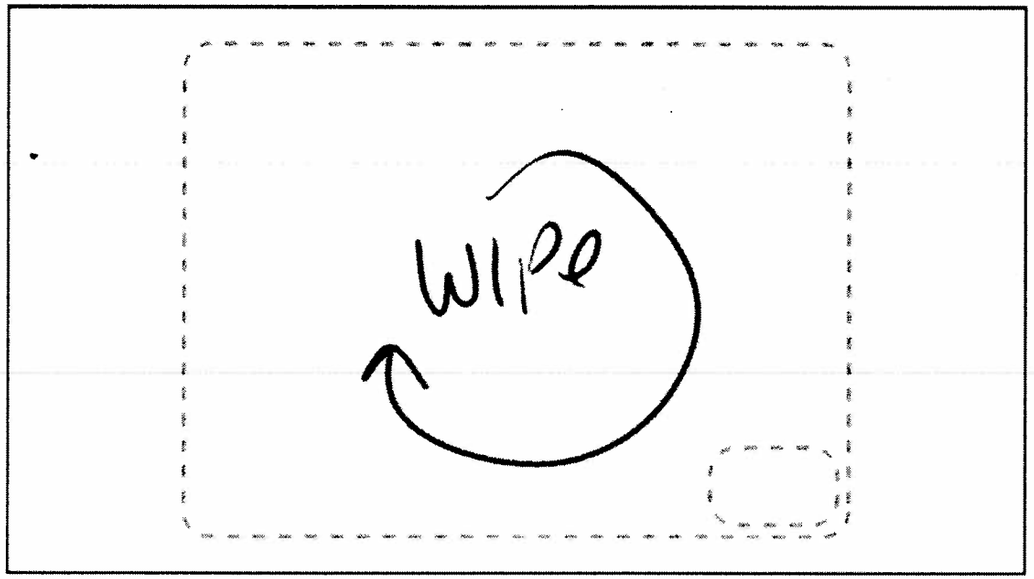
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

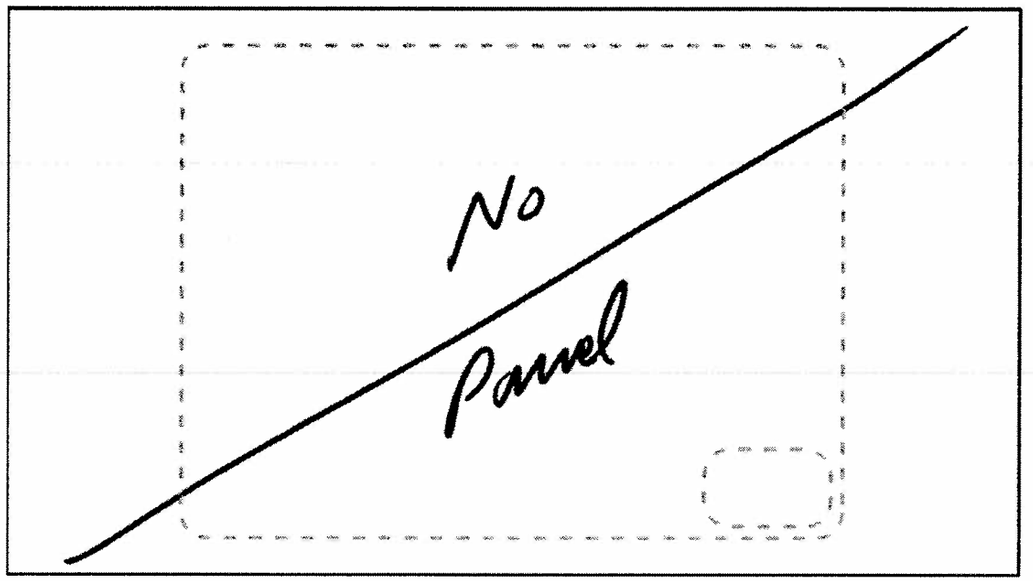
ADVENTURE TIME

Page 35

Sc. 29 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

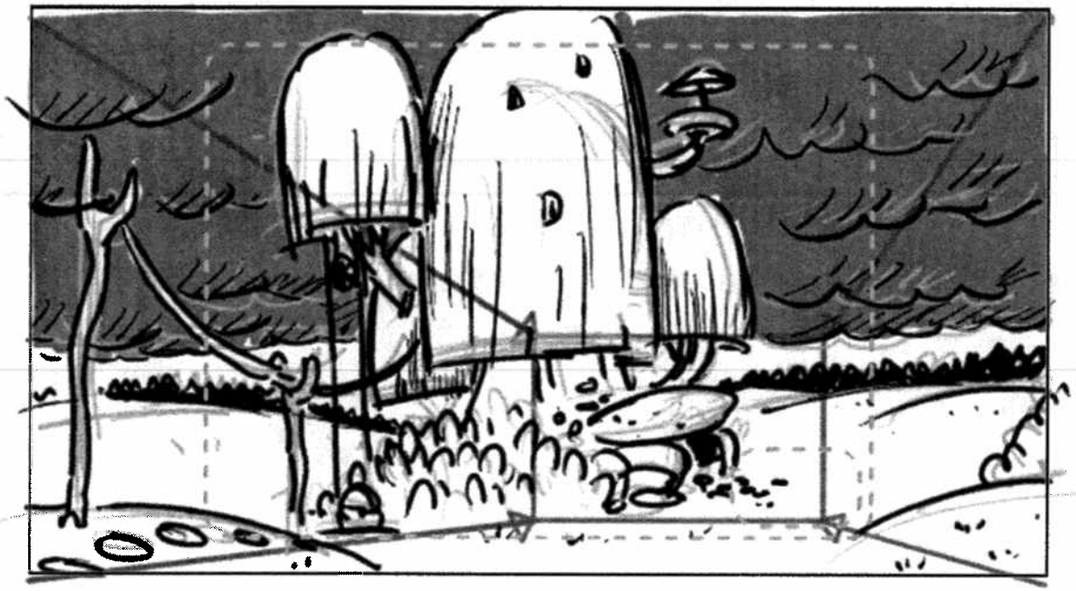
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

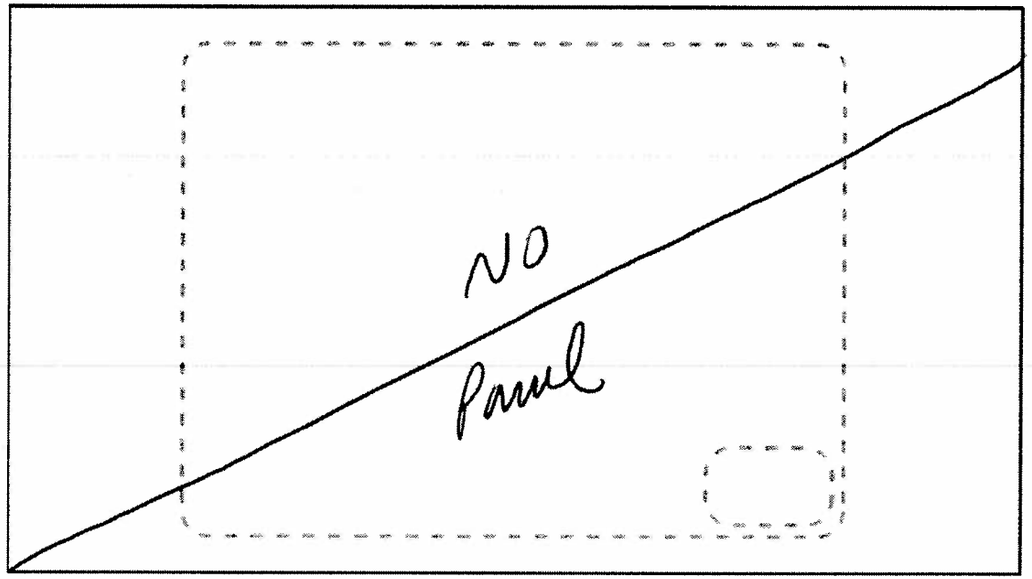
ADVENTURE TIME

Page 36

Sc. 30 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

WIPE TO: TRUCK IN ON BEHIND AWESOME FORT

Timing:

EPISODE #

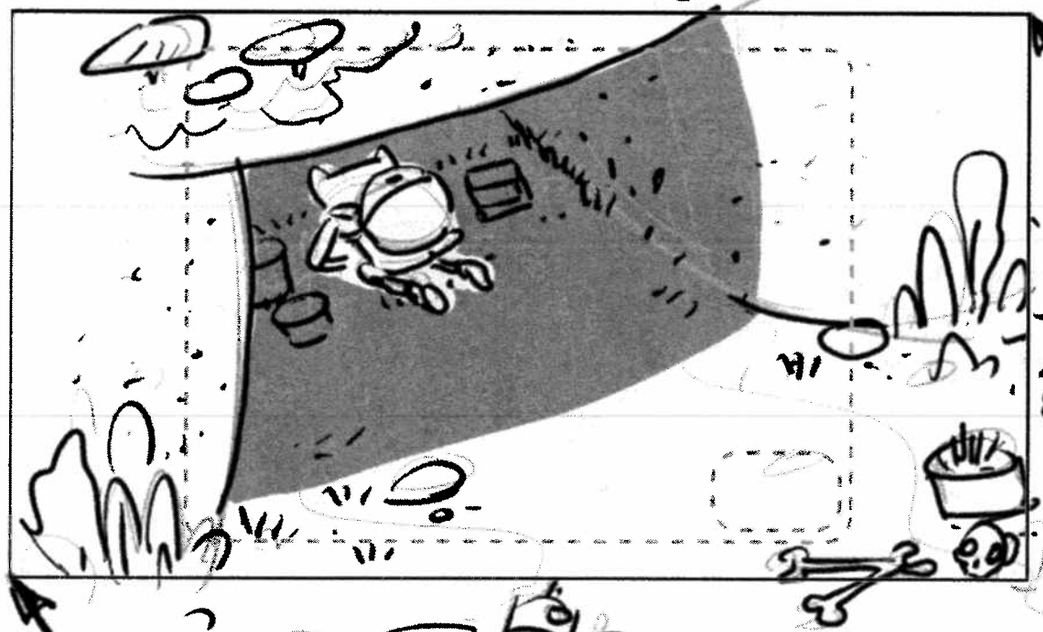
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

37

Sc. Pnl. Bg. day night Page _____



(B) STOP

PAN

(A) START

EPISODE #

Dia

Action:

Timing:

(F) (SINGING) (OS) I'M GONNA BOILD ME A PIE THROWING MACHINE

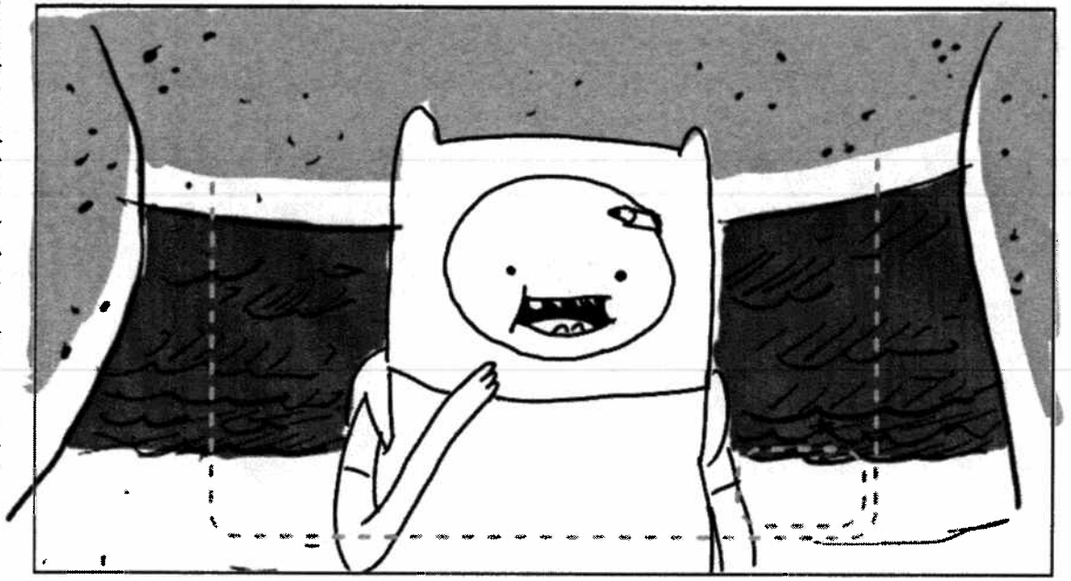
CUT

• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

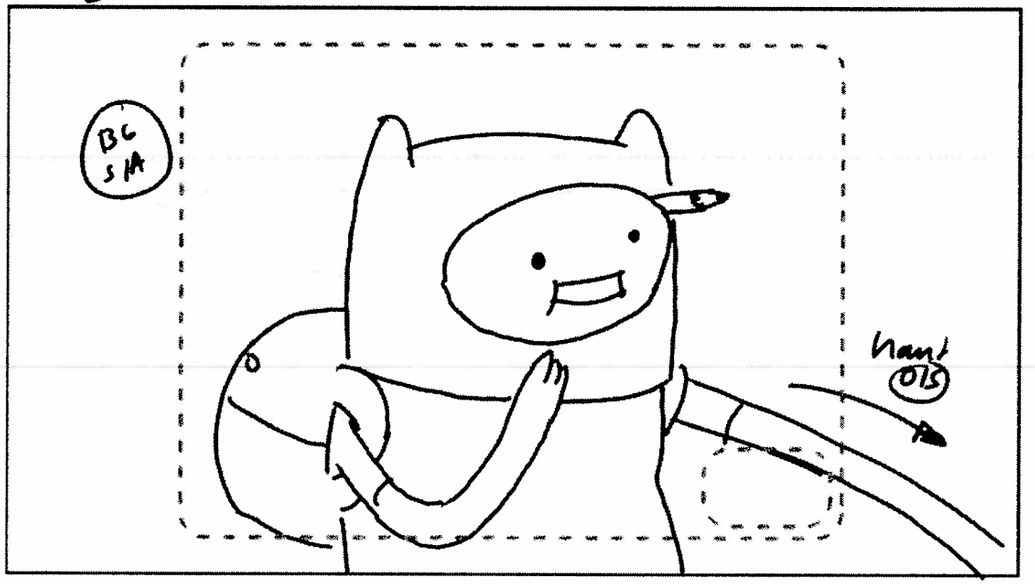
ADVENTURE TIME

Page 38

Sc. 32 Pnl. A Bg. day night



Sc. 32 Pnl. B Bg. day night



Dialog:

(F) That throws ~ never ending →

Action:

CUT

Timing:

EPISODE #

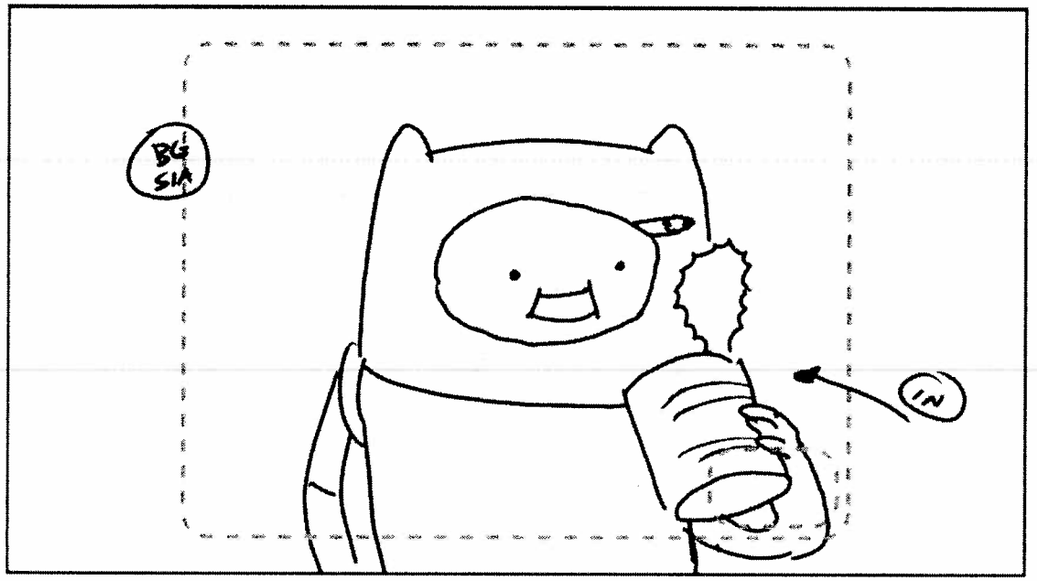
Production :

• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

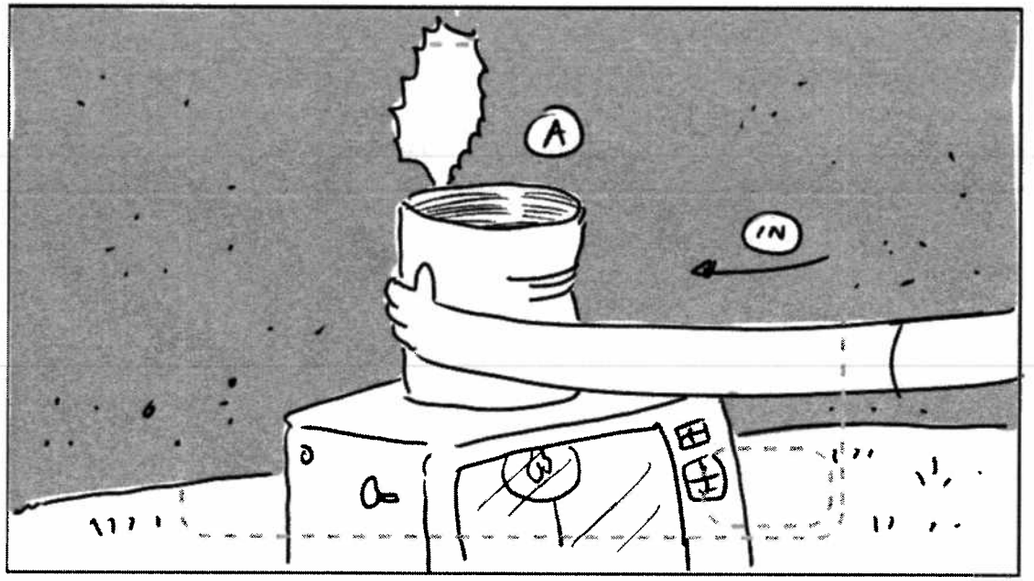
ADVENTURE TIME

Page 39

Sc. 32 Pnl. C Bg. day night



Sc. 33 Pnl. A Bg. day night

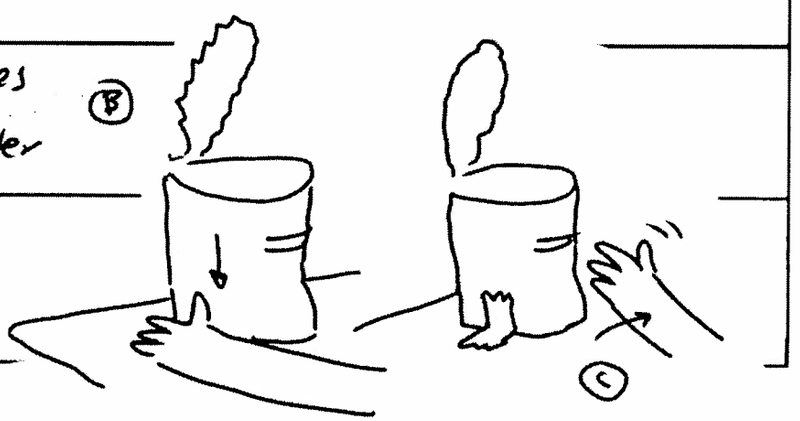


Dialog:

Pies! (whistling)

Action: Finn brings (IN) an empty can.

- Finn places can on top of toaster (B) and tapes it.



Timing:

EPISODE #

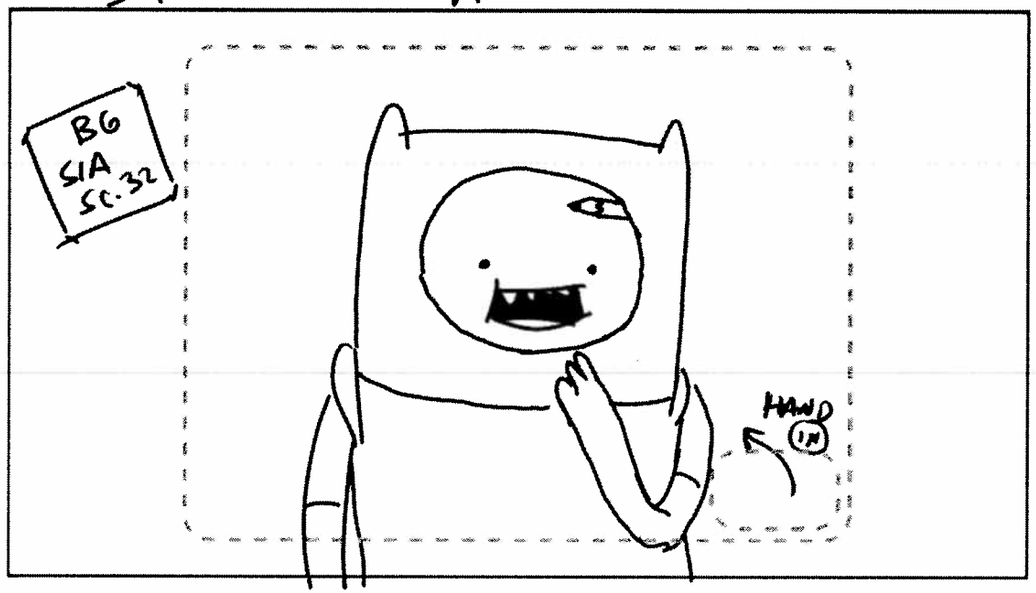
Production :

• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

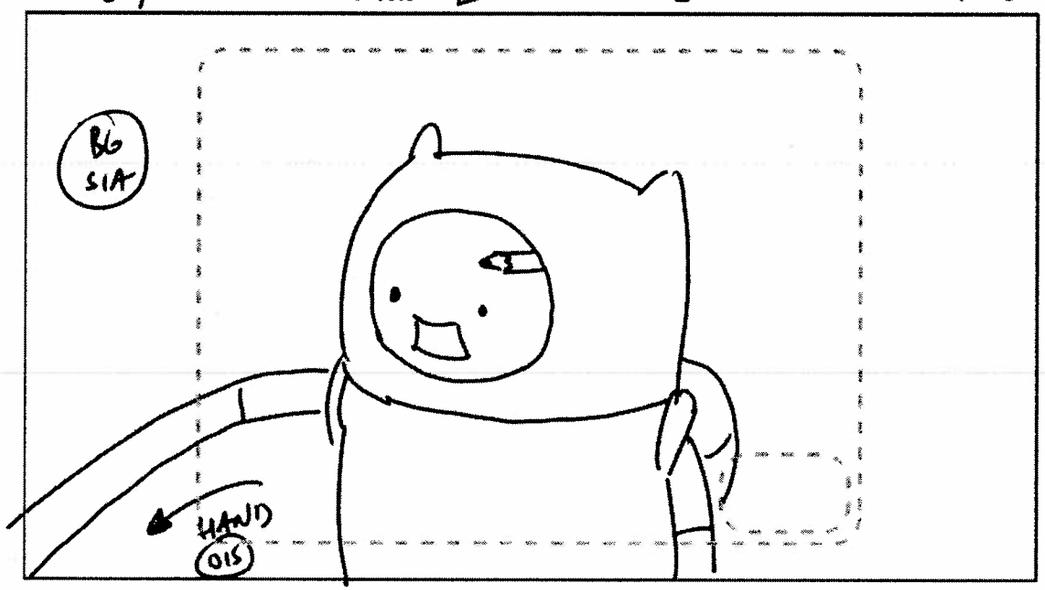
ADVENTURE TIME

Page 40

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



EPISODE #

Dialog: (P) ON JAKE'S ~A STUPID FACE~>

Action:

Timing:

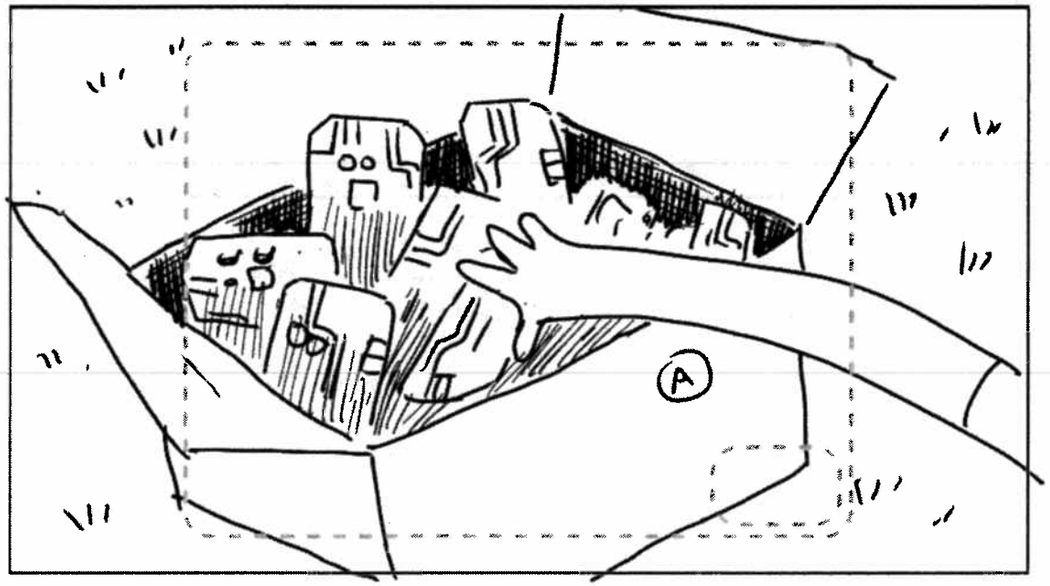
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

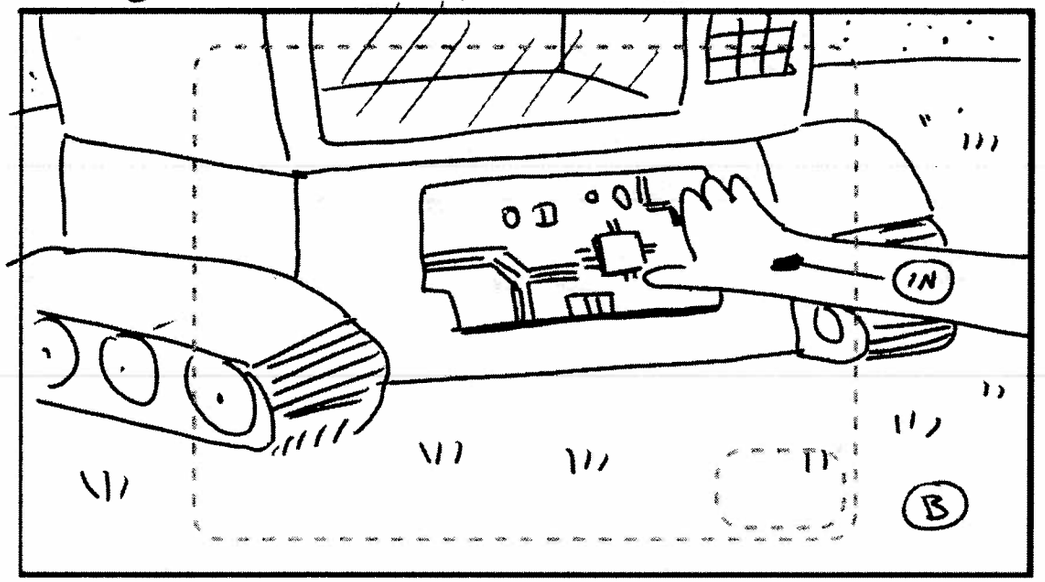
ADVENTURE TIME

Page 41

Sc. 35 Pnl. A Bg. day night

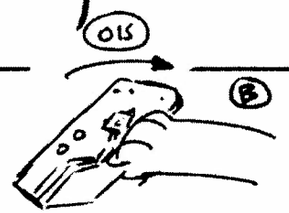


Sc. 36 Pnl. A Bg. day night

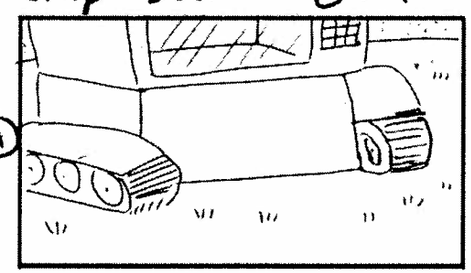


Dialog: (whisll)

Action: CUT To Finn's hand grabbing a computer chip board from a box full of different chip boards.



CUT Finn places the chip board on the robot.



START PAN R

Timing:

EPISODE #

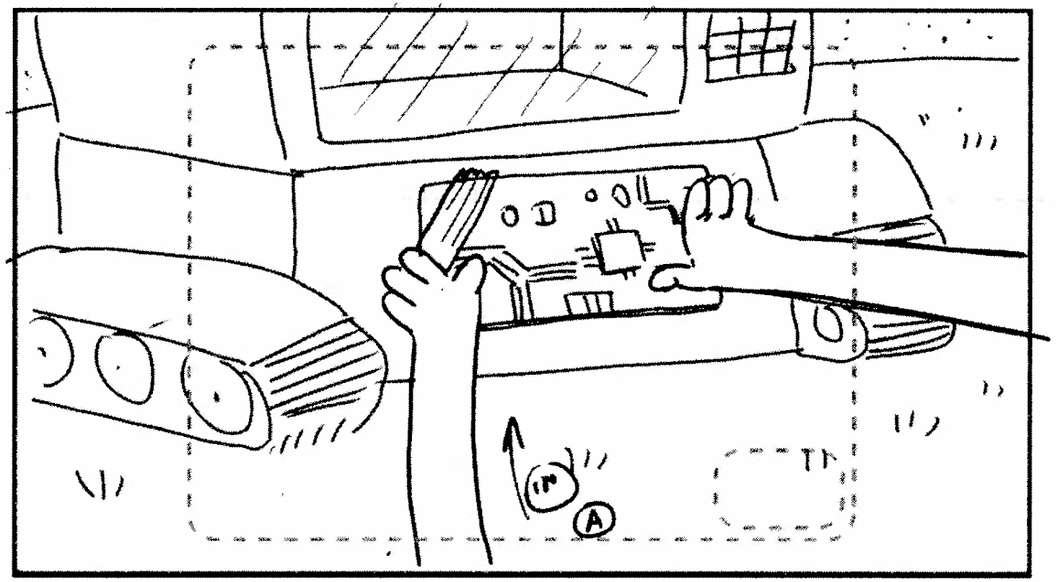
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

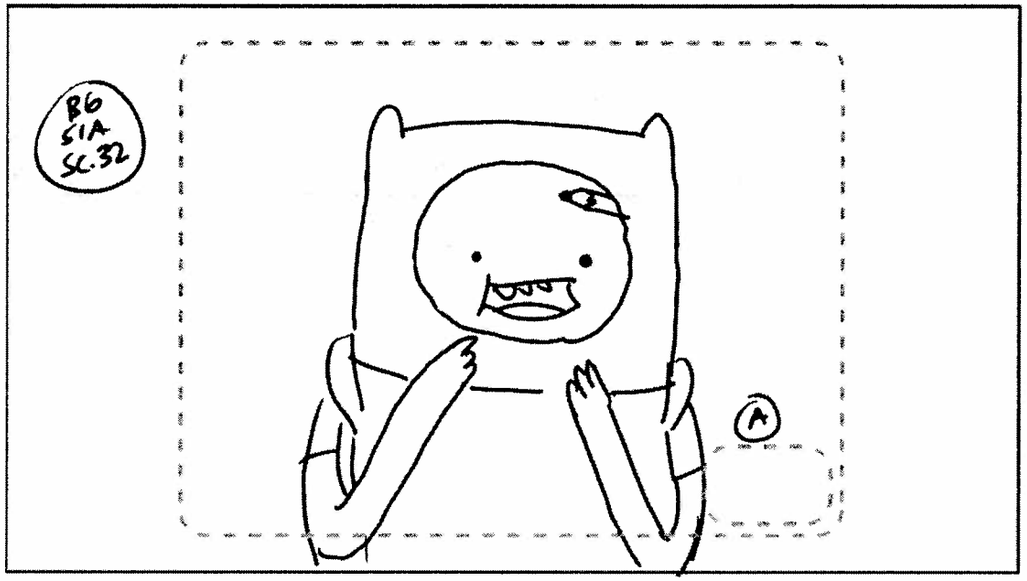
ADVENTURE TIME

Page 42

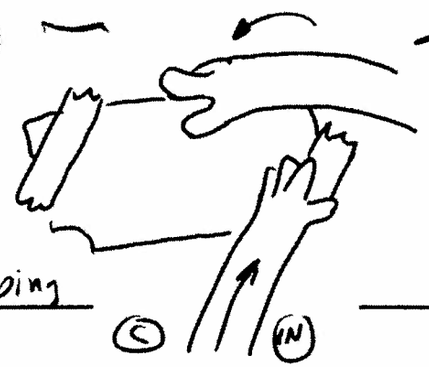
Sc. 36 Pnl. B Bg. day night



Sc. 37 Pnl. A Bg. day night

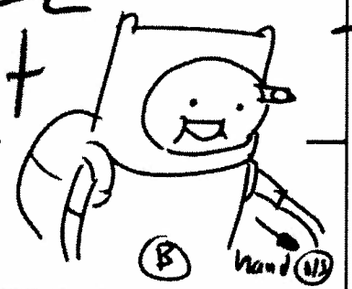


Dialog: (whistle)



CUT

AND he wont



Action:
- (A) Finn's left hand (IN) tapes one corner of the chip
- (B) (not pictured) left hand (OS)
- (C) Finn left hand (IN) again, taping the other corner.

Timing:

EPISODE #

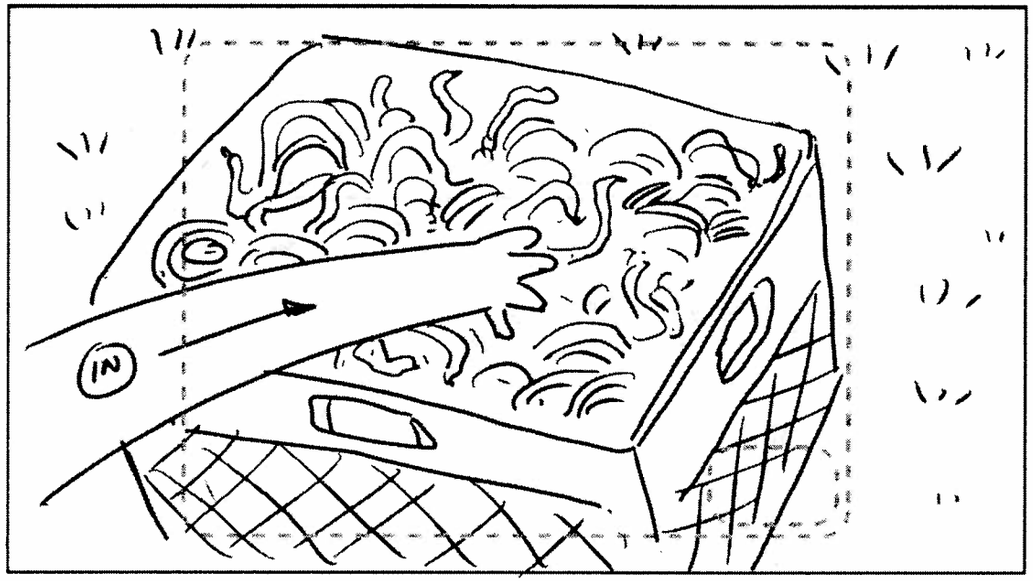
Production :

. 2011 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

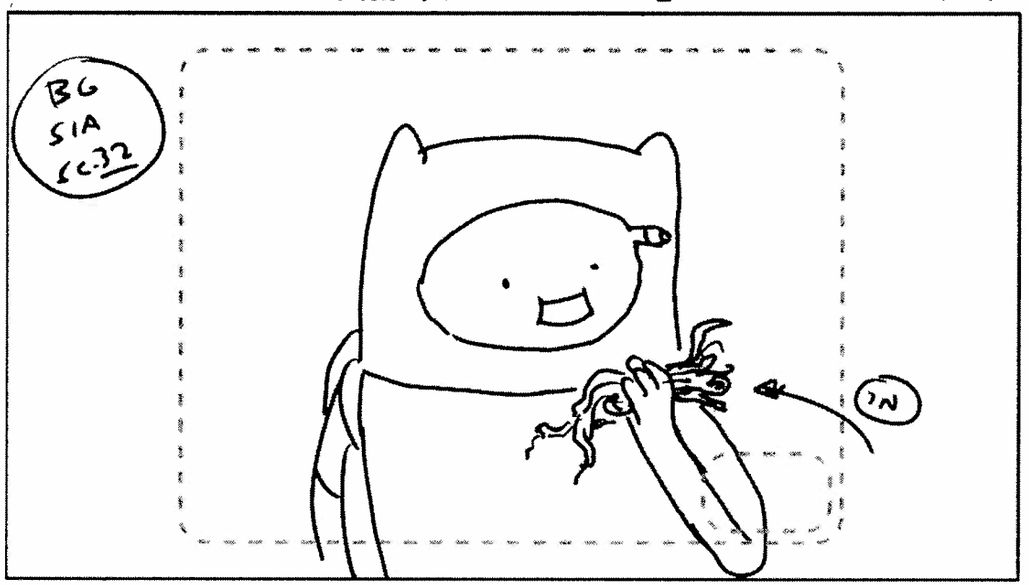
ADVENTURE TIME

Page 43

Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:

(F) Ah know

what hit him

Action:

(CUT) TO A CRATE FULL of WIRES - Finn's hand reaches (IN)

(CUT) TO FINN BRINGING A HAND FULL OF WIRES (IN) TO SC

*(H/U) (F) from SC. 37 pose (B) *

Timing:

EPISODE #

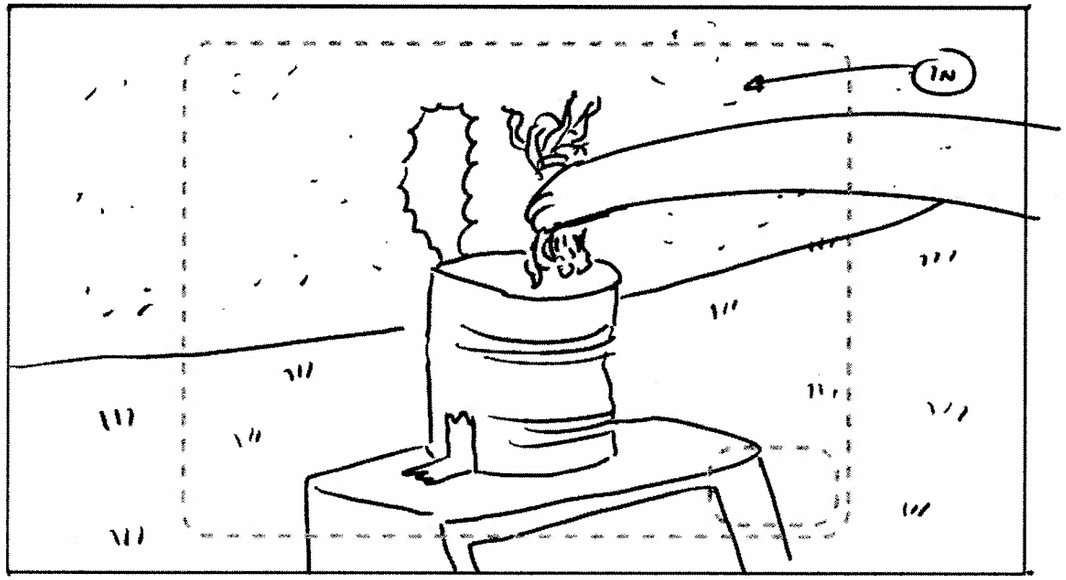
Production :

© 2009 This material is the Property of Tiir Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

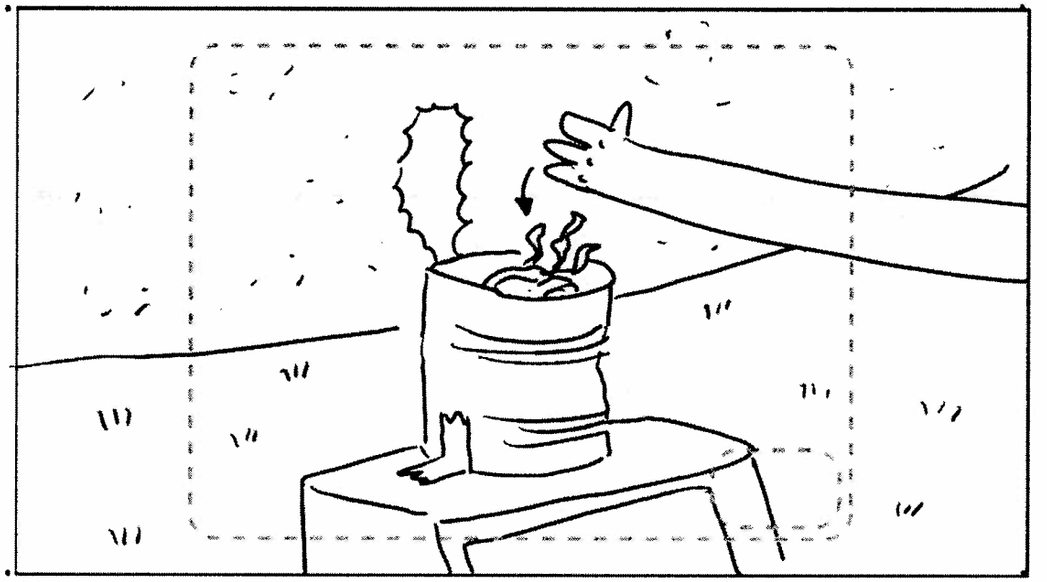
ADVENTURE TIME

Page 44

Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog: (F) CAUSE the Pies are

Action: (CUT) TO CU ON TOP OF TOASTER.
— Finn's hand (in) DROPS WIRES in can.

Timing:

EPISODE #

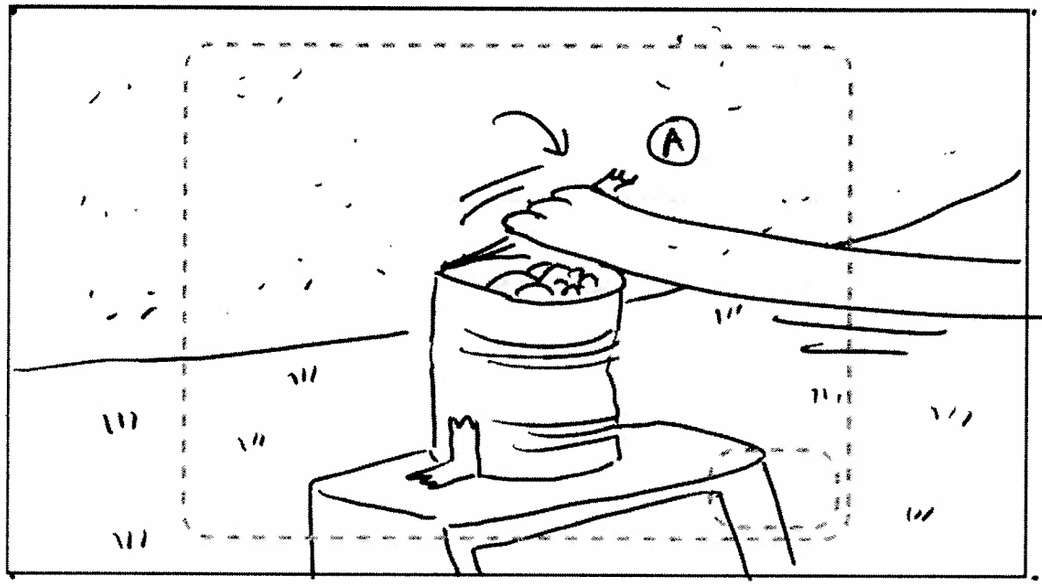
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

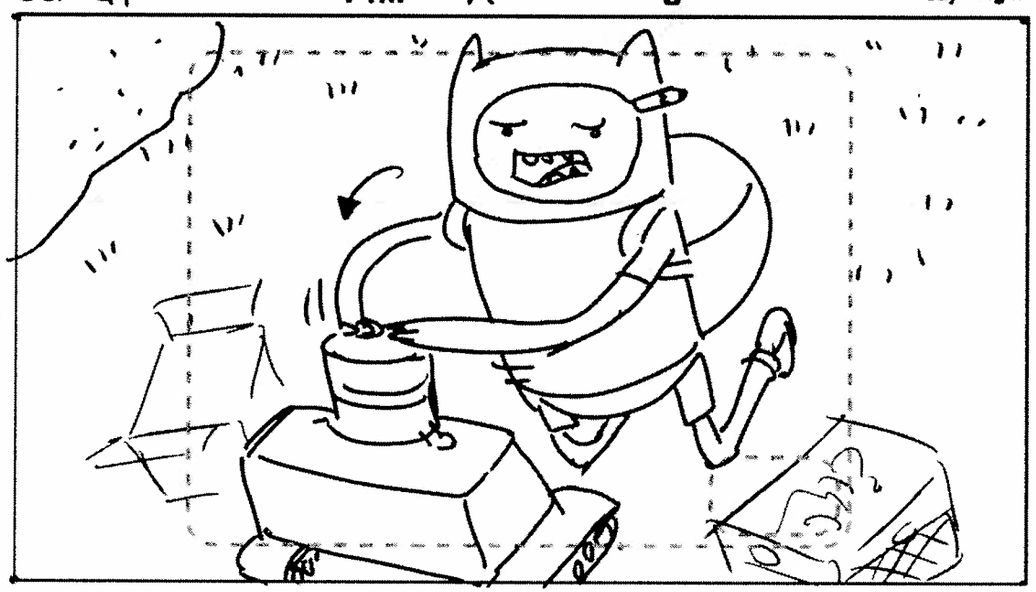
ADVENTURE TIME

Page 45

Sc. 40 Pnl. C Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog: F D Ne - ne - ne —— never

Action:



CUT ANGLE ON Fun.



Timing:

EPISODE #

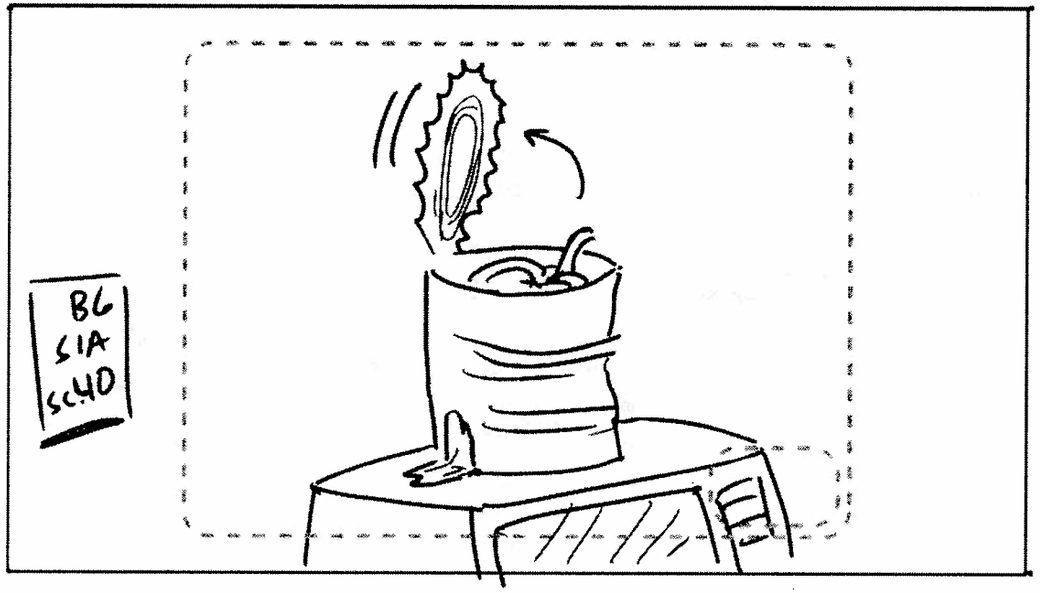
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

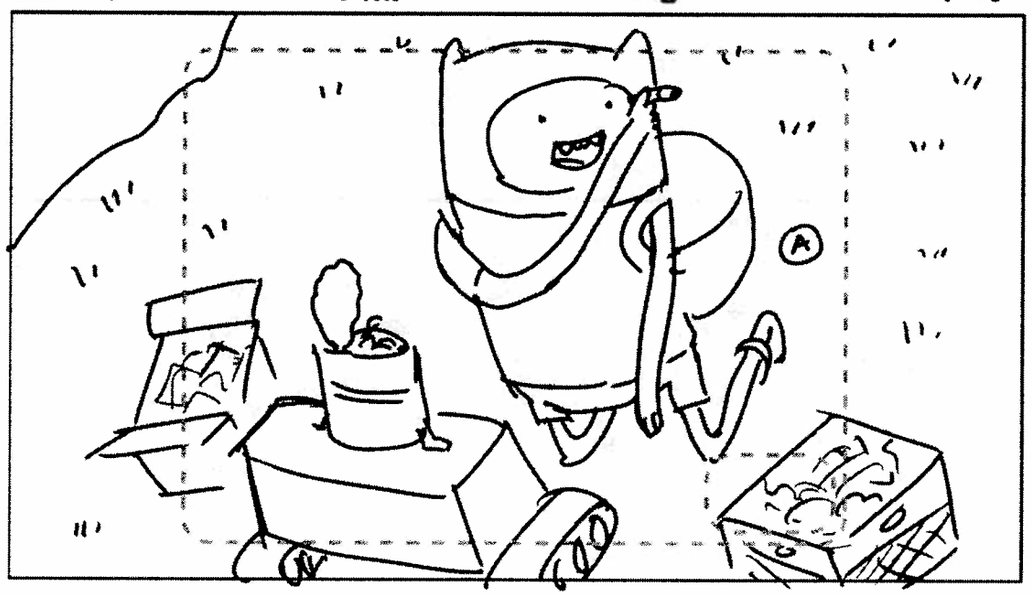
ADVENTURE TIME

Page 46

Sc. 42 Pnl. A Bg. day night



Sc. 43 Pnl. A Bg. day night



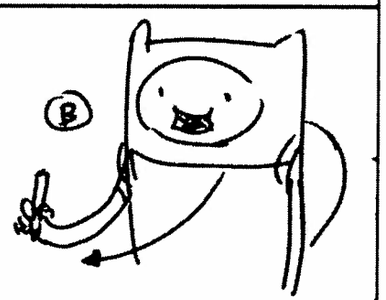
Dialog:

(F) ne- ne-ne never

Action:

CUT

CUT



Timing:

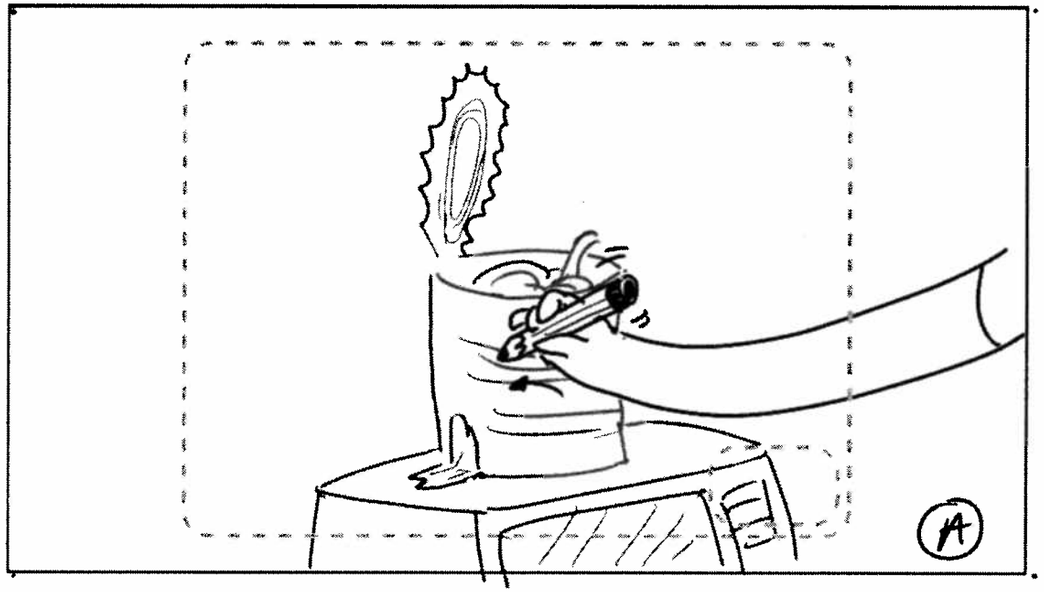
EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

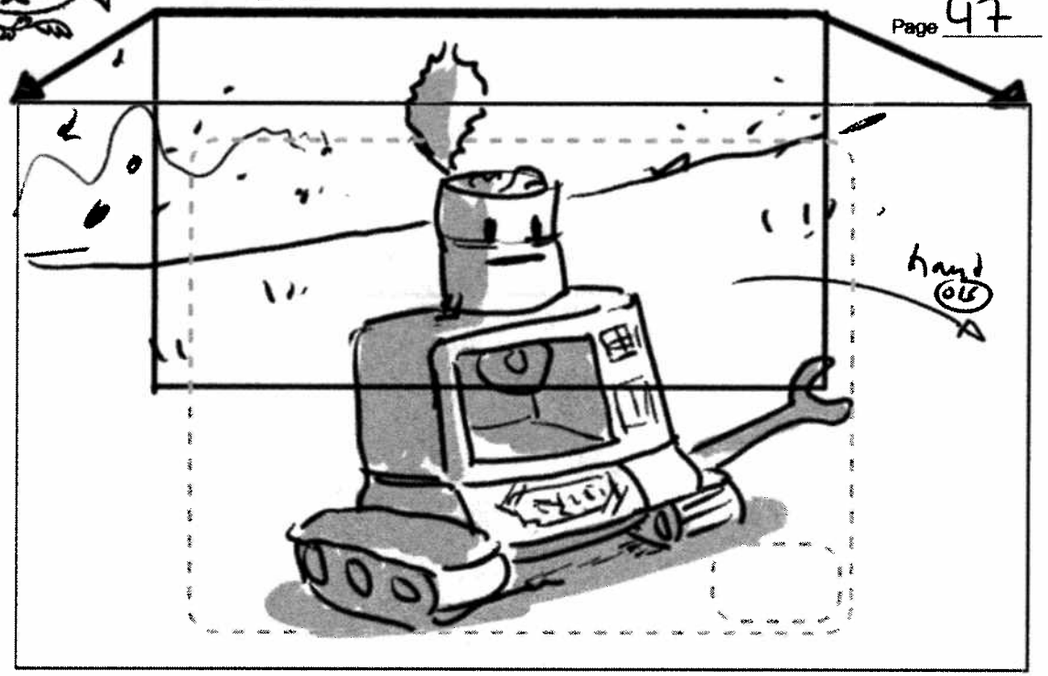
ADVENTURE TIME

Sc. 44 Pnl. A Bg. day night



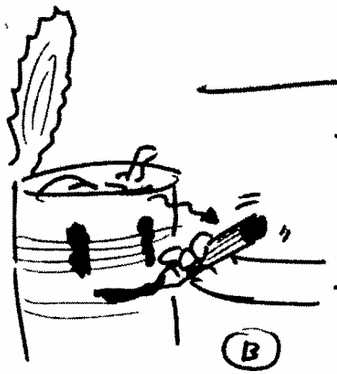
sc. 44 pnl B

Page 47



Dialog: (F) END ING !

Action: (CUT) Finn draws 2 eyes and a mouth on the face of can.



(TRUCK-OUT)

Timing:

EPISODE #

Production :

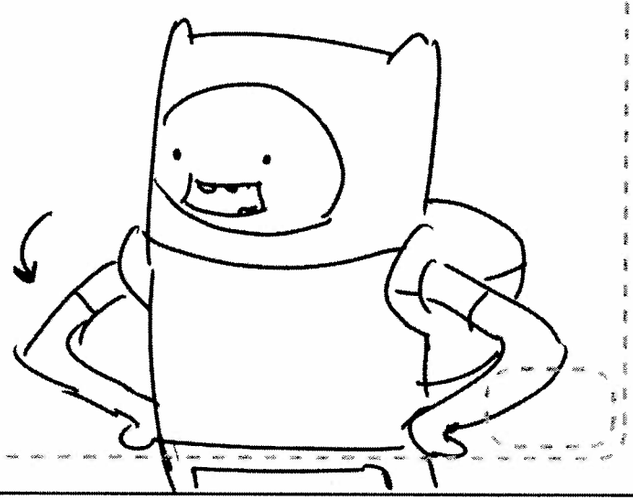
• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes and may not be sold or exchanged.

ADVENTURE TIME

Page 48

Sc. 45 Pnl. A Bg. day night

Sc. 45 Pnl. B Bg. day night



Dialog:

(F) ...CE-ING!

(F) Yeah !!

Action:

CUT ...TO PNL 5 FOR ...G *

Timing:

SIA

EPISODE #

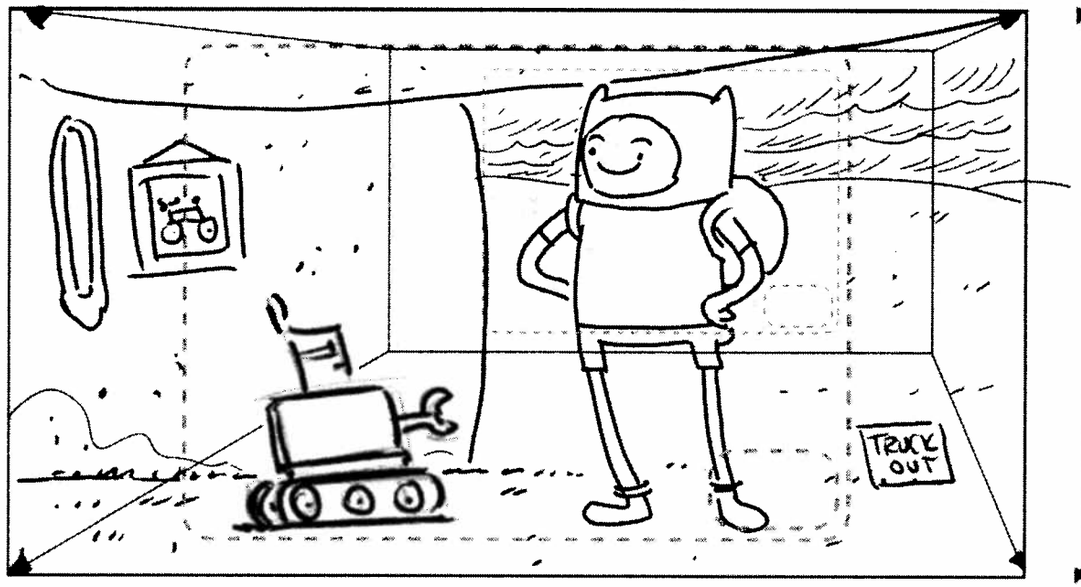
Production :

© 2009 This material is the Property of Big Z Jones Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

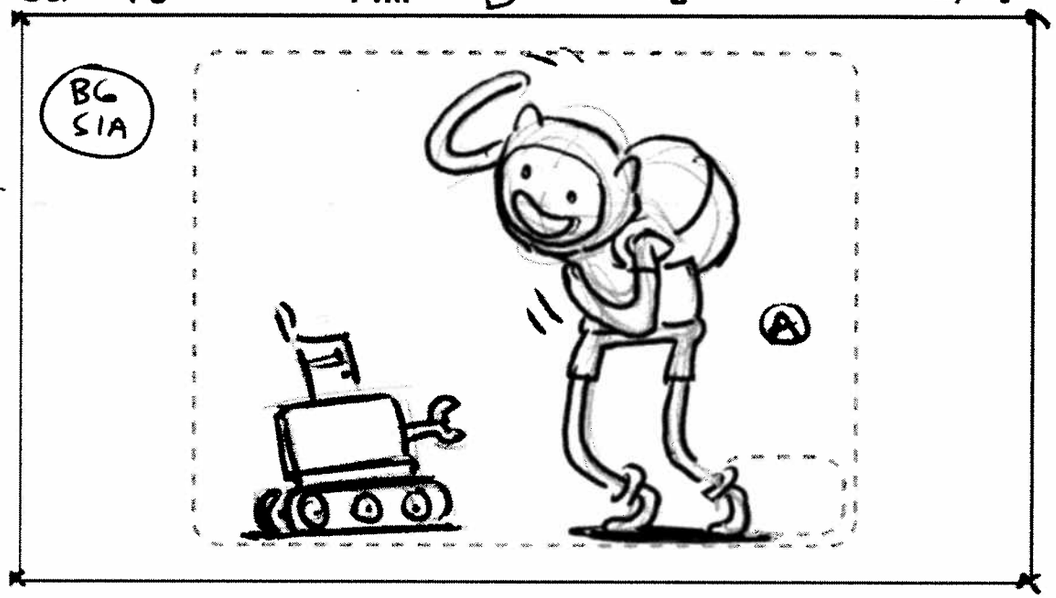
ADVENTURE TIME

Page 49

Sc. 45 Pnl. C Bg. day night



Sc. 45 Pnl. D Bg. day night



Dialog:

(Beat)

(F) its Never-ending-Pie-throwin-Time!

Action:

(TRUCK-OUT)

cycle (A)→(B) (4x)



Timing:

EPISODE #

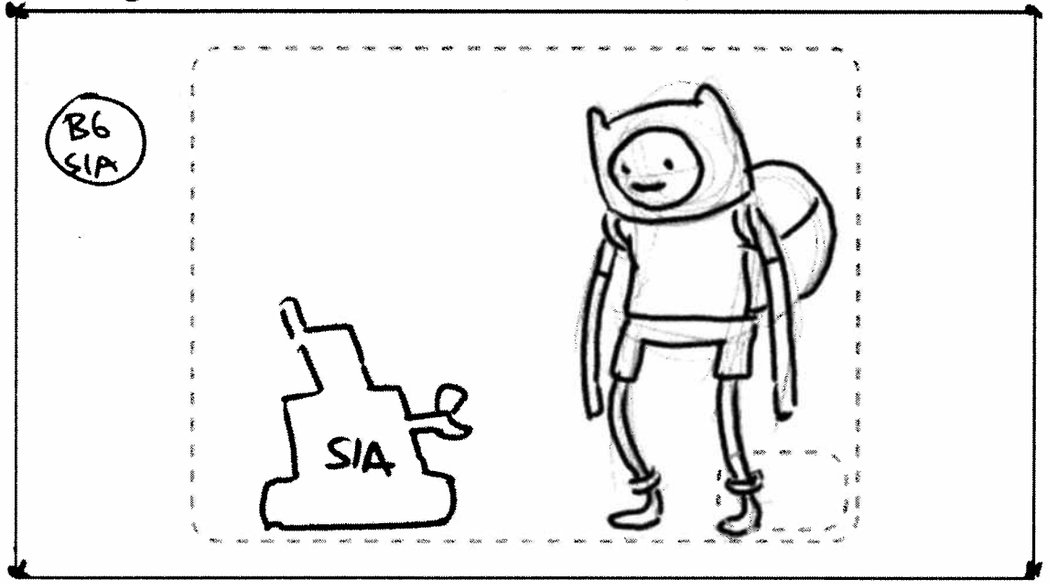
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

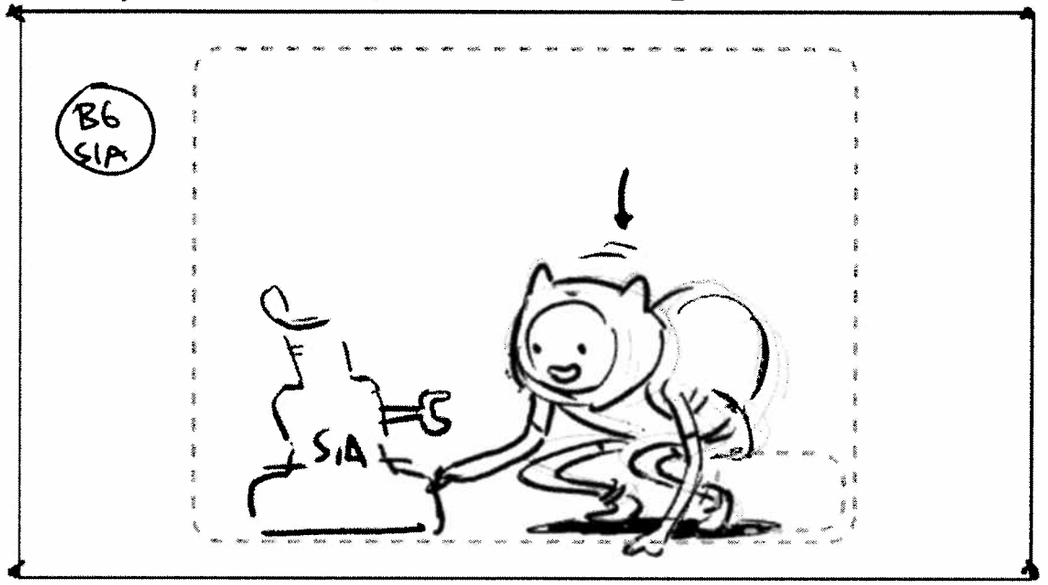
ADVENTURE TIME

Page 50

Sc. 45 Pnl. E Bg. day night



Sc. 45 Pnl. F Bg. day night



Dialog:

(Beat)

(F)
C'MON DUDE!

Action:

Timing:

EPISODE #

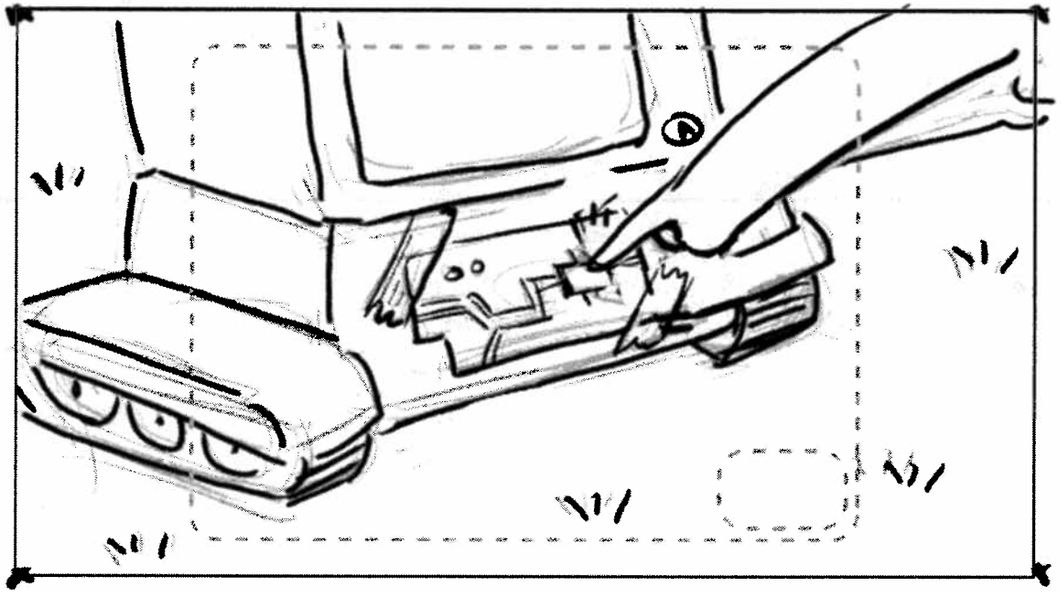
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or rendered.

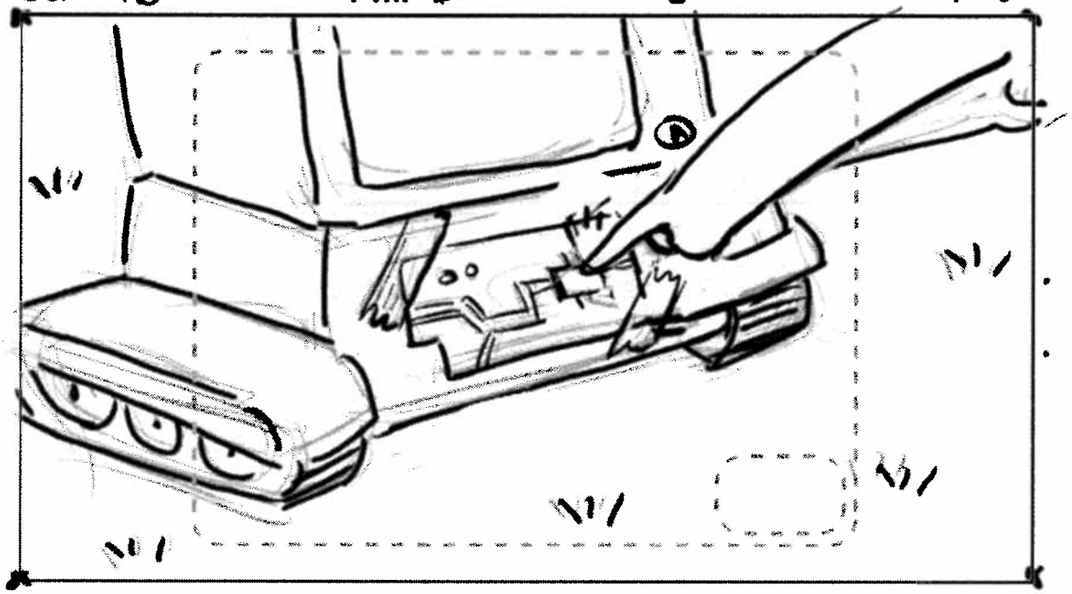
ADVENTURE TIME

Page 51

Sc. 46 Pnl. A Bg. day night



Sc. 46 Pnl. B Bg. day night



Dialog:

SFX

(CLICK) ——— (CLICK! CLICK!....)

Action:

CUT PUSHES IN MICRO CHIP (A)-(B)-(A)



repeat 5x (super fast)

Timing:

EPISODE #

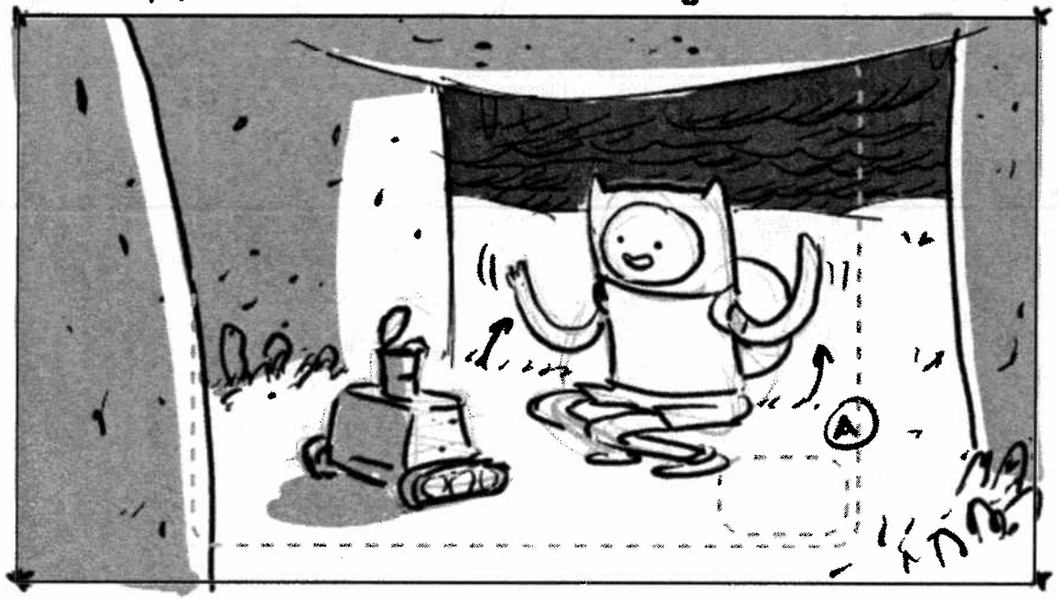
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

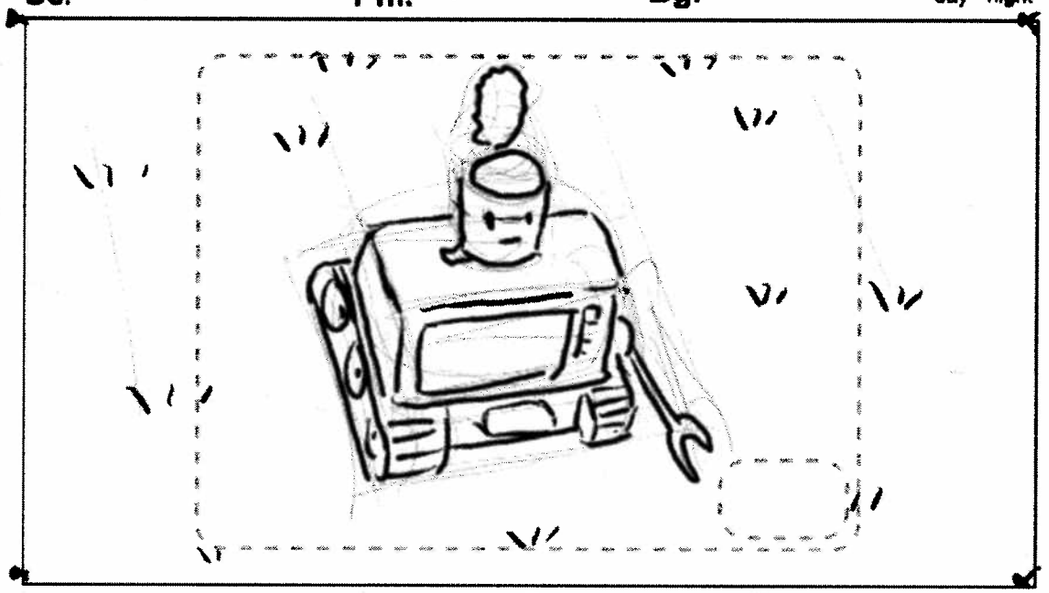
ADVENTURE TIME

Page 52

Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

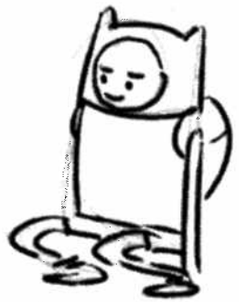
(F) TURN ON!

(Beat)

Action:

(cut) (H/U)

(CUT) Finn's P.O.V.



(B) (Beat)

Timing:

EPISODE #

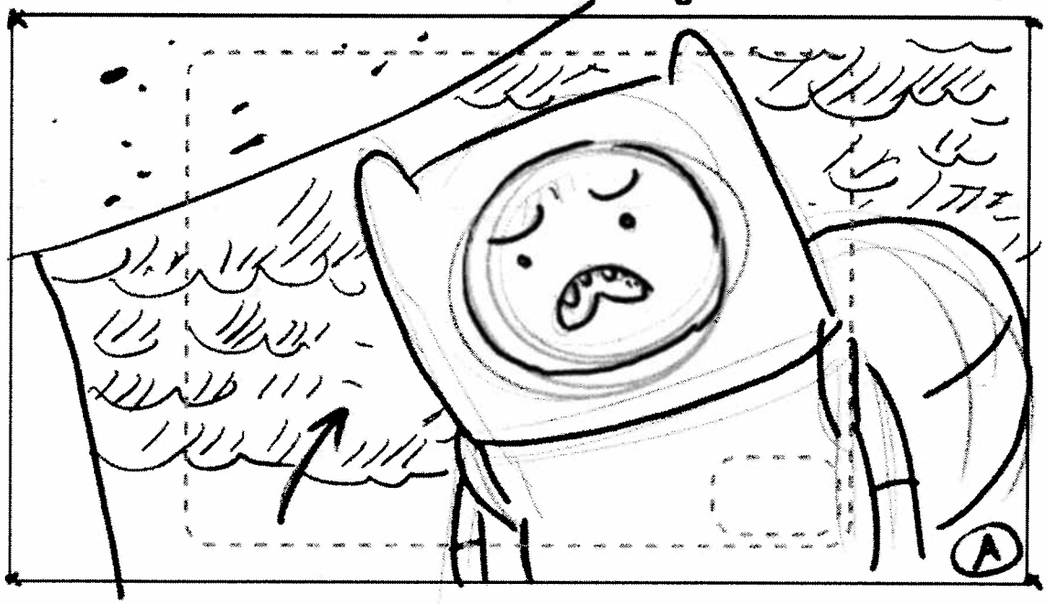
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

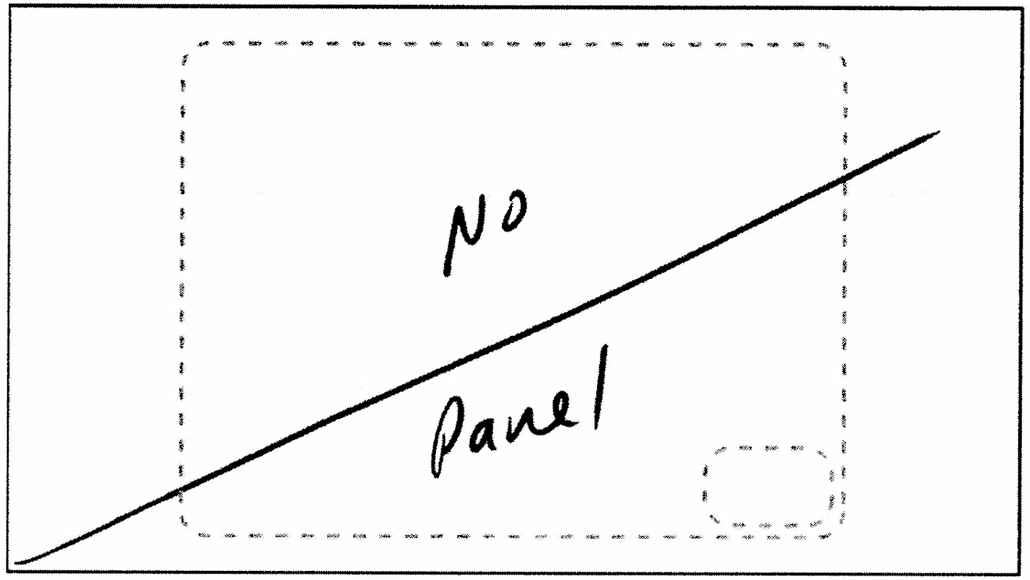
ADVENTURE TIME

Page 53

Sc. 49 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) AH - C'MON!

(A) (B)

Action:

CUT



(B)

Timing:

EPISODE #

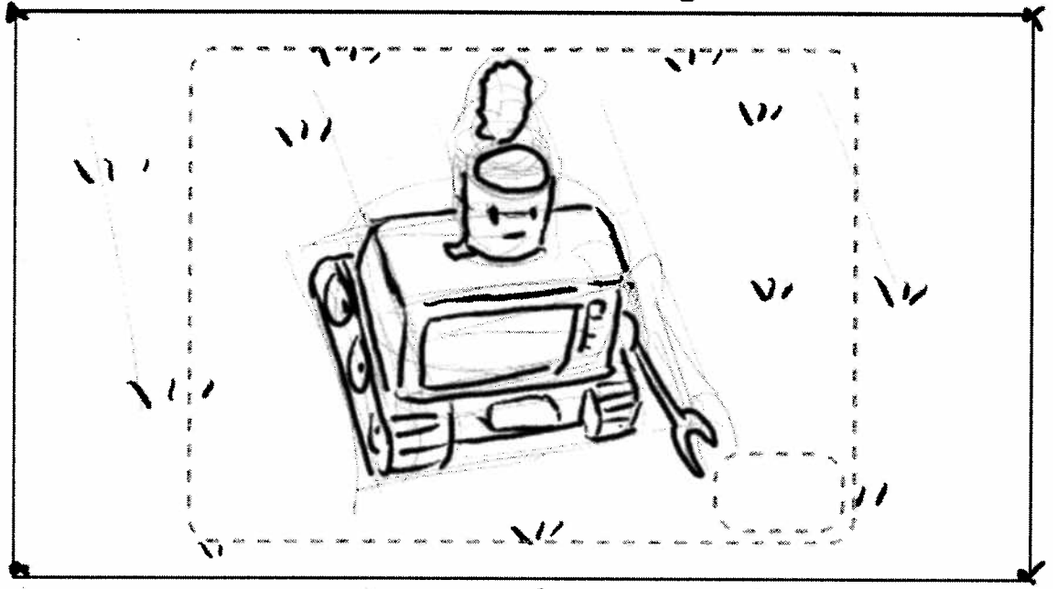
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

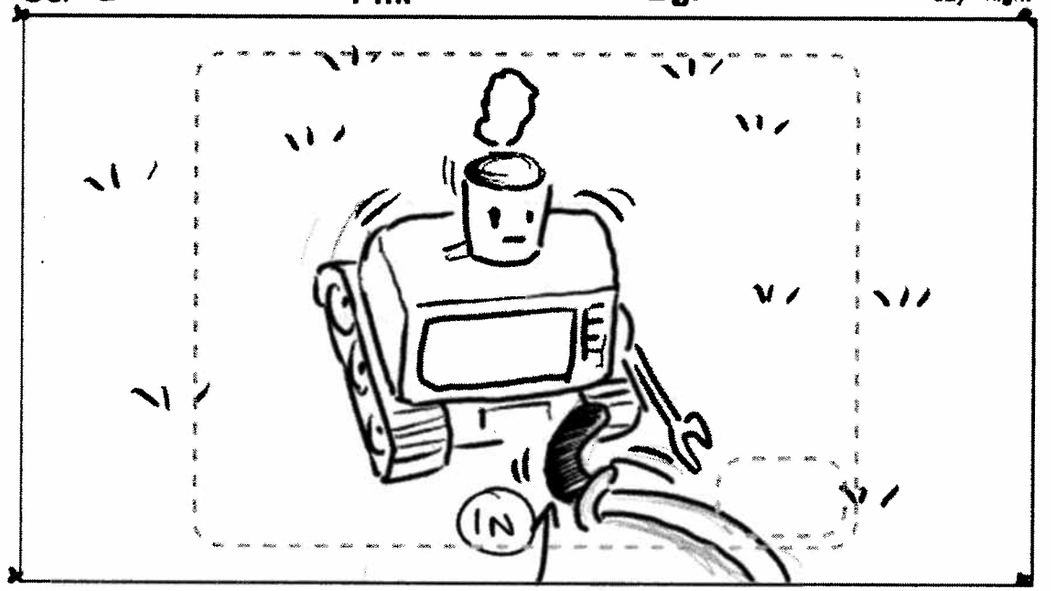
ADVENTURE TIME

Page 54

Sc. 50 Pnl. A Bg. day night



Sc. 50 Pnl. B Bg. day night



Dialog:

(Beat)

SFX
(CLUNK!)

Action:

CUT

Finn kicks the machine.

Timing:

EPISODE #

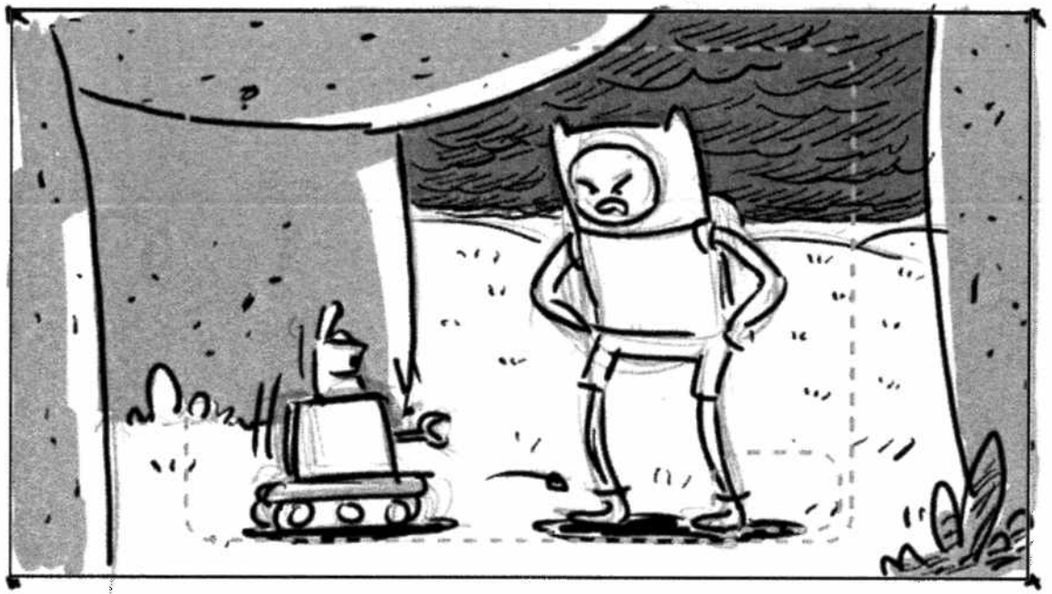
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

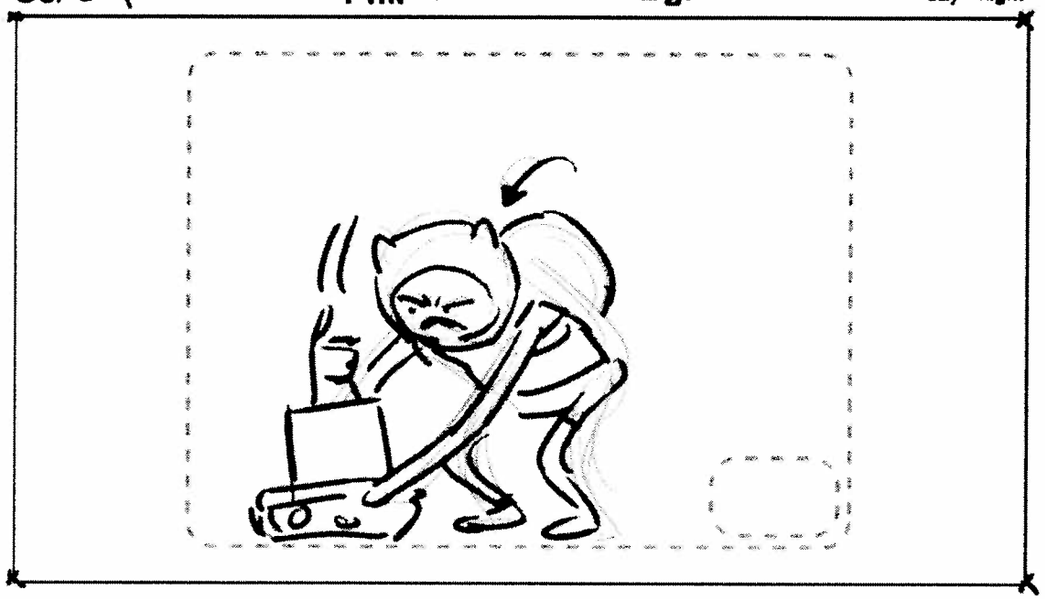
ADVENTURE TIME

Page 55

Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



Dialog:

(F) C'mon! I used a Bunch of metal stuff and wires!

(F) Why isn't it....

Action:

CUT

Timing

EPISODE #

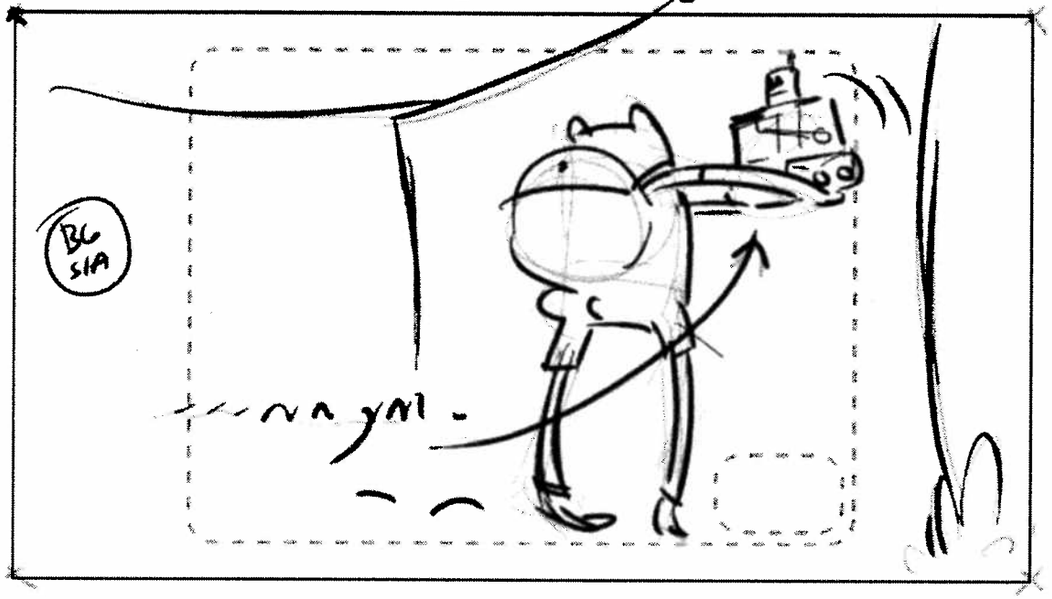
Production:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, or may not be sold or auctioned.

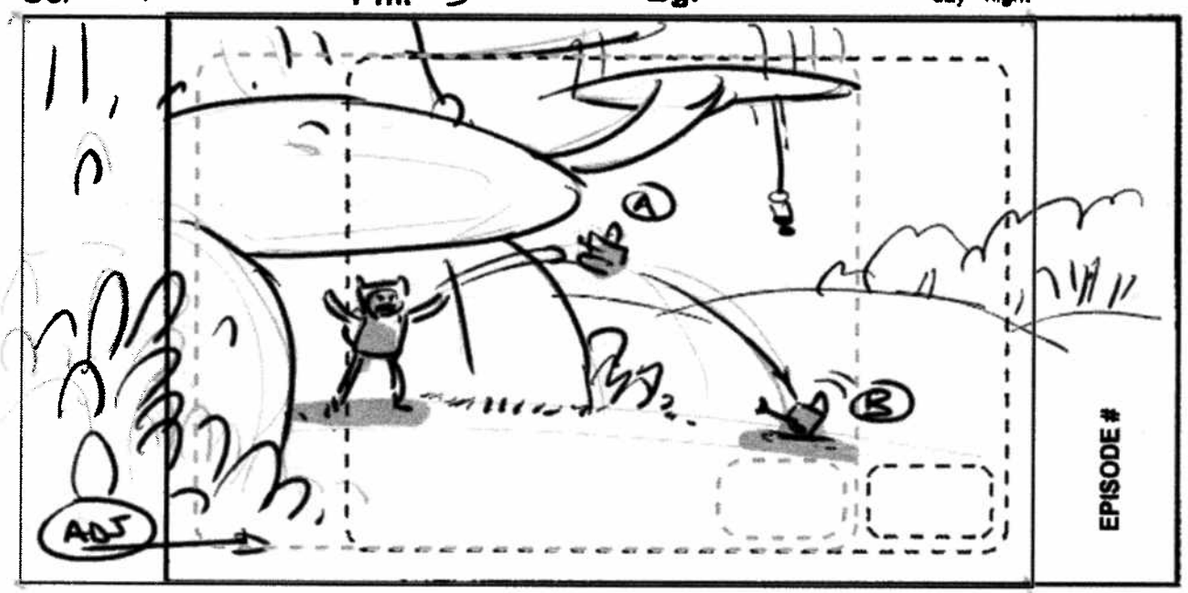
ADVENTURE TIME

Page 56

Sc. 51 Pnl. C Bg. day night



Sc. 51 Pnl. D Bg. day night



Dialog:

(F) working !!! !!!

Action:

ADJ CAM



Timing:

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

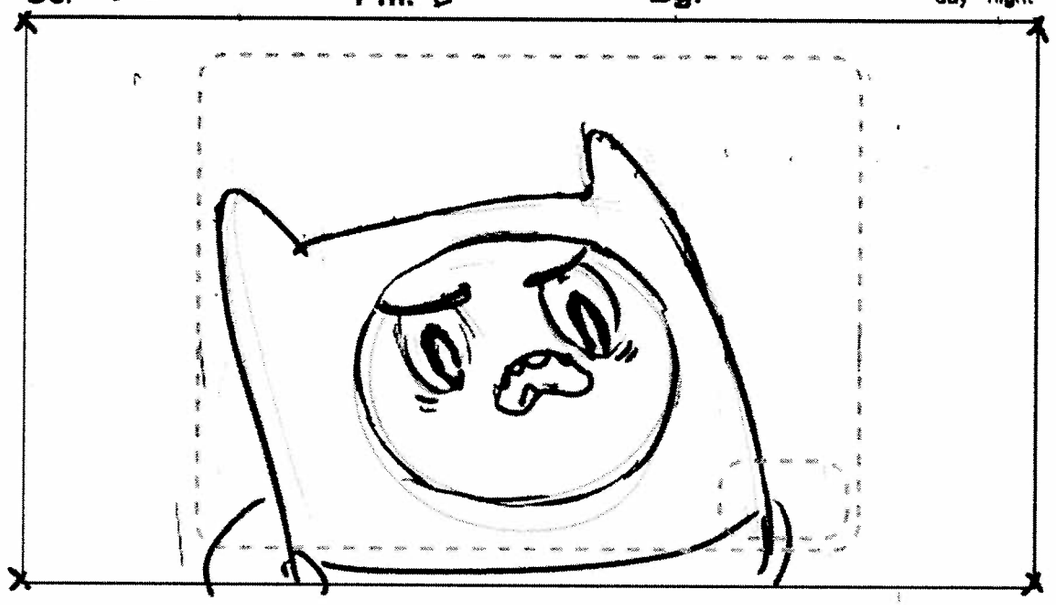
ADVENTURE TIME

Page 57

Sc. 52 Pnl. A Bg. day night



Sc. 52 Pnl. B Bg. day night



Dialog:

(SNIFF! SNIAF!)

I'll never make a Prank Better than Jake's "garbage bag full of Butter"...

Action:

CUT

Timing:

EPISODE #

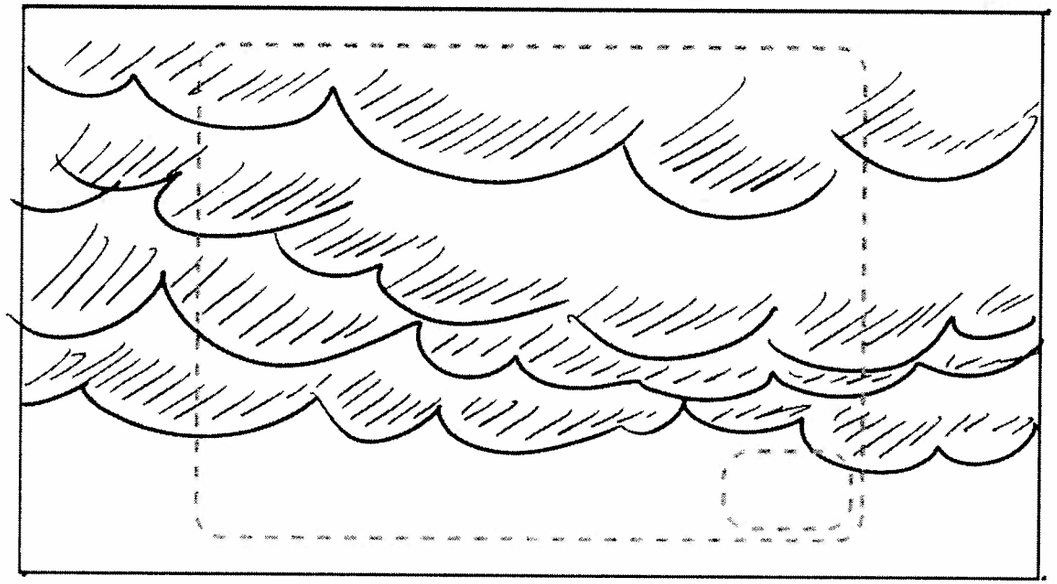
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, or may not be sold or auctioned.

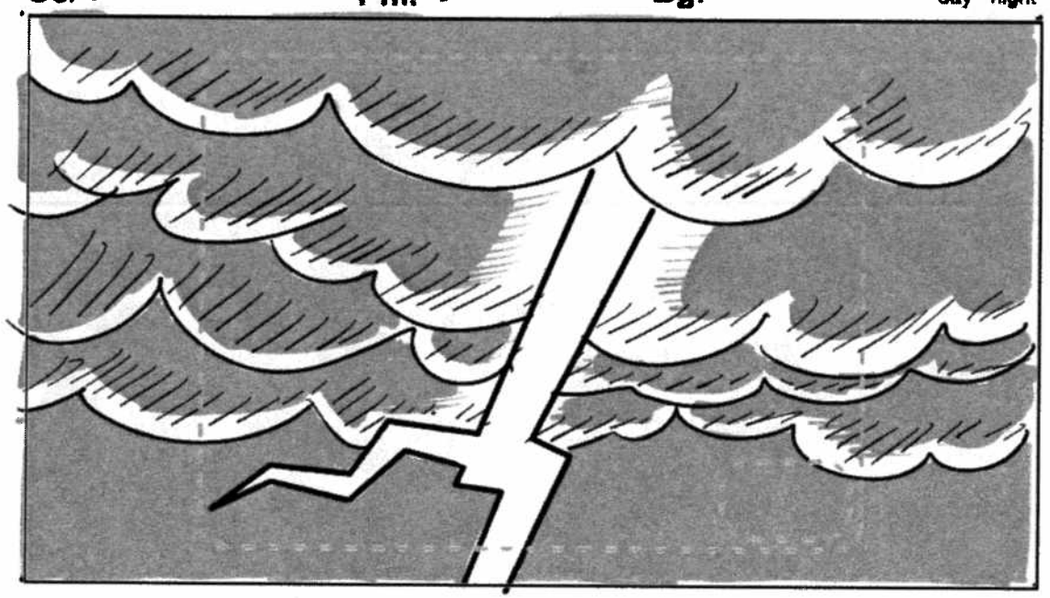
ADVENTURE TIME

Page 58

Sc. 53 Pnl. A Bg. day night



Sc. 53 Pnl. B Bg. day night



Dialog:

SFX
(Thunder clap!!)

SFX
(crack!!)

Action:

(CUT) TO GRUMBLING CLOUDS

Timing:

EPISODE #

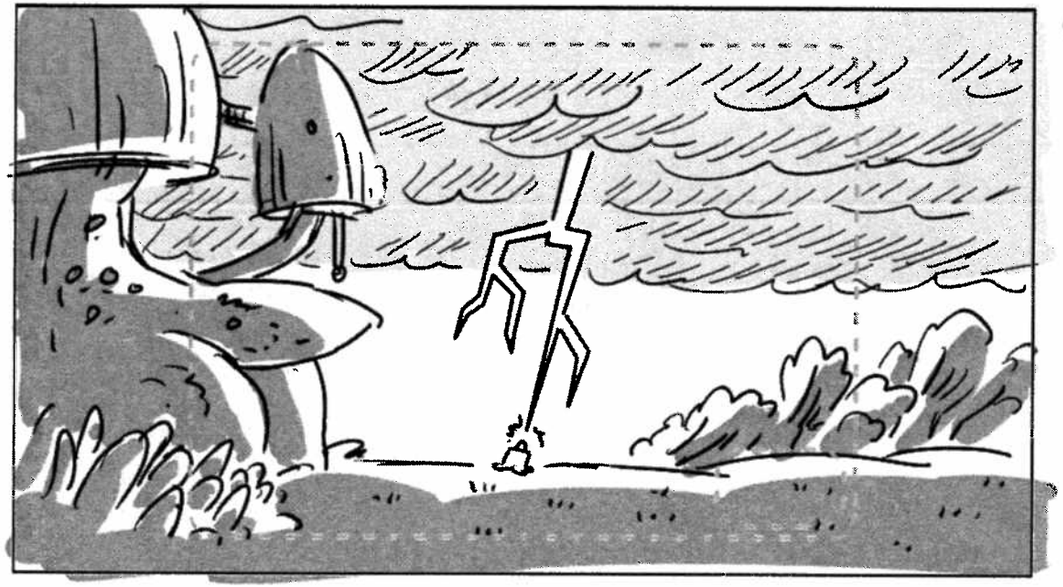
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or exchanged.

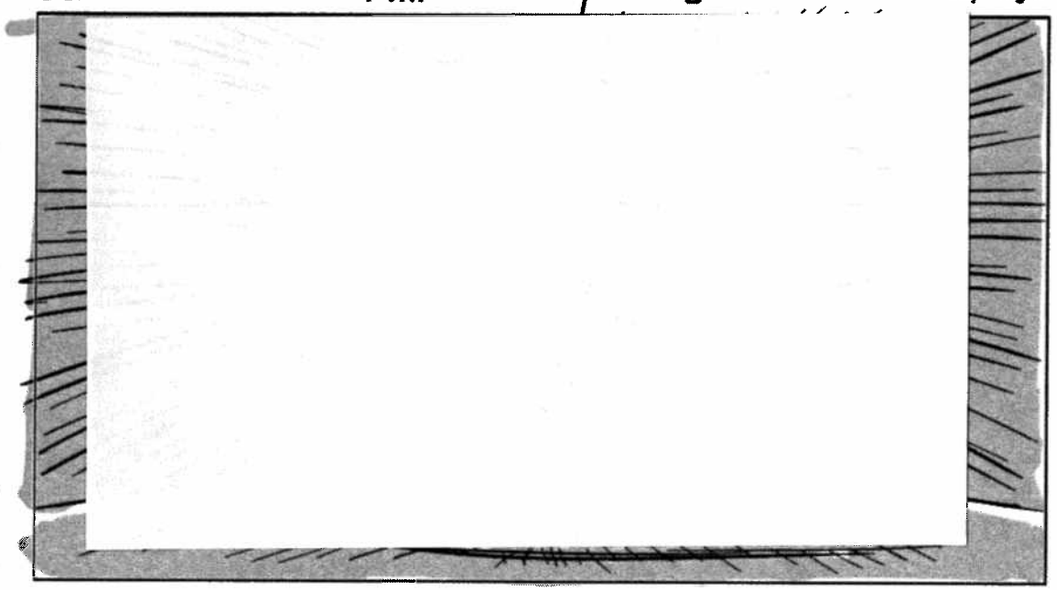
ADVENTURE TIME

Page 59

Sc. 54 Pnl. A Bg. day night



Sc. 55 Pnl. B Bg. day night



Dialog:

SFX

(ZAP!!)

Action:

CUT

CUT

Timing:

EPISODE #

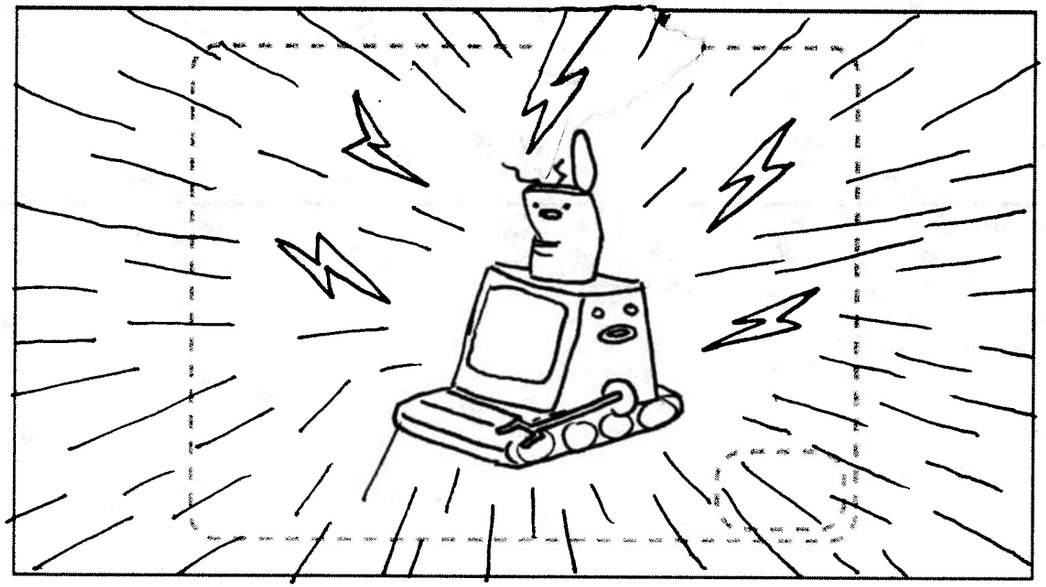
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes and may not be sold or exchanged.

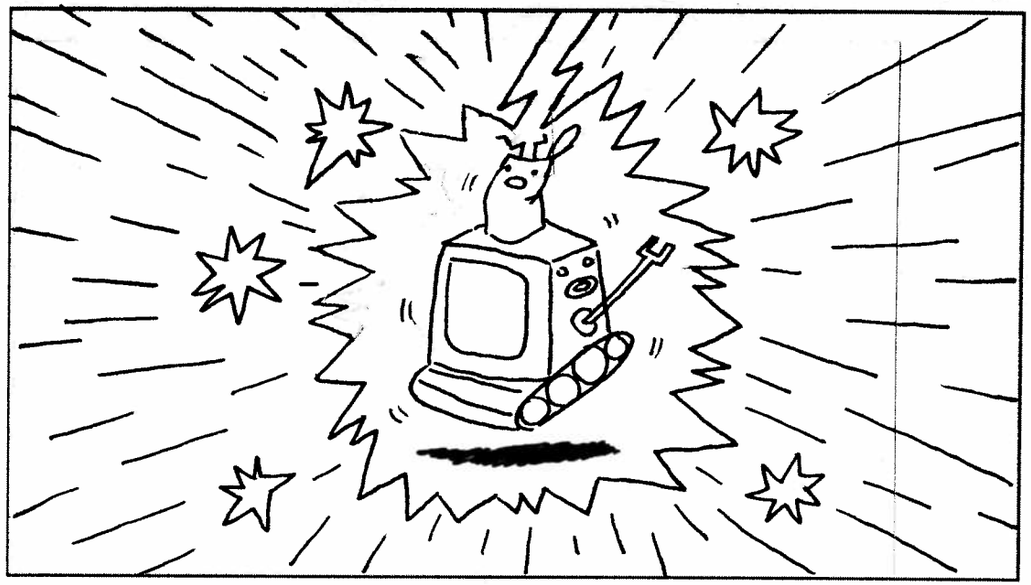
ADVENTURE TIME

Page 59A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

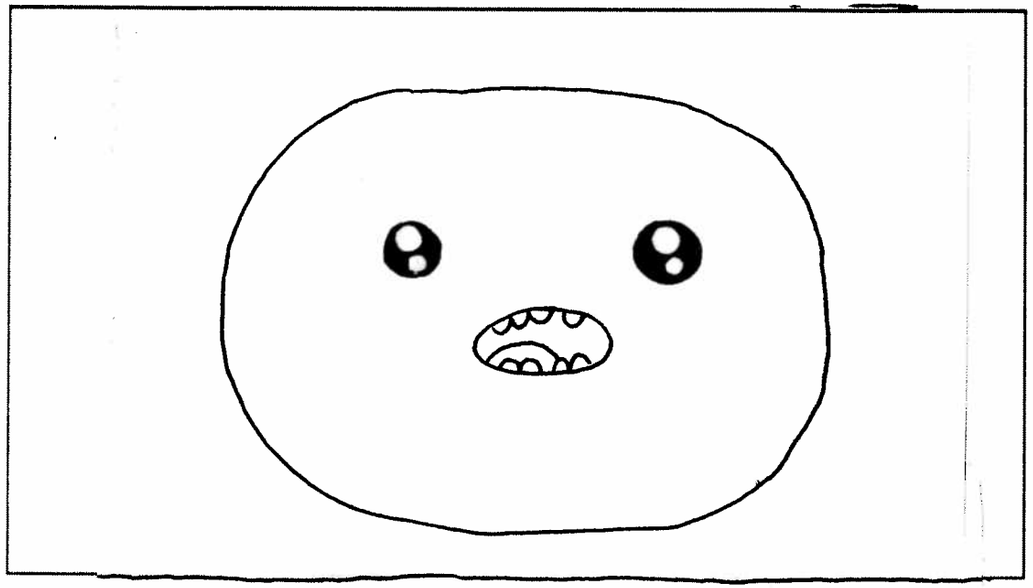
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

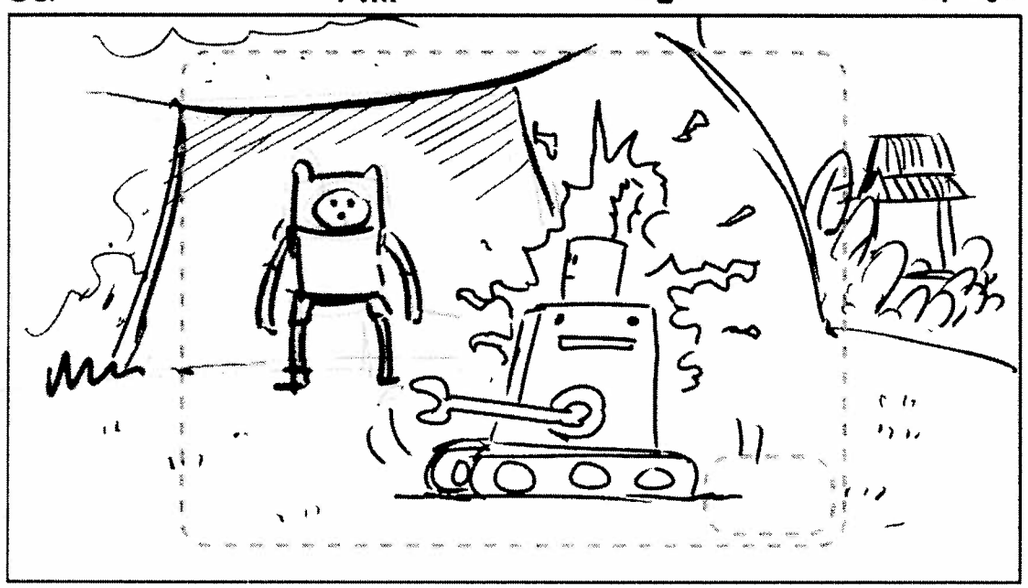
ADVENTURE TIME

Page 60

Sc. 56 Pnl. A Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(F)

HOLY STUFF!

SFX

(SHORT CIRCUIT!)

Action:

(CUT)

Timing:

EPISODE #

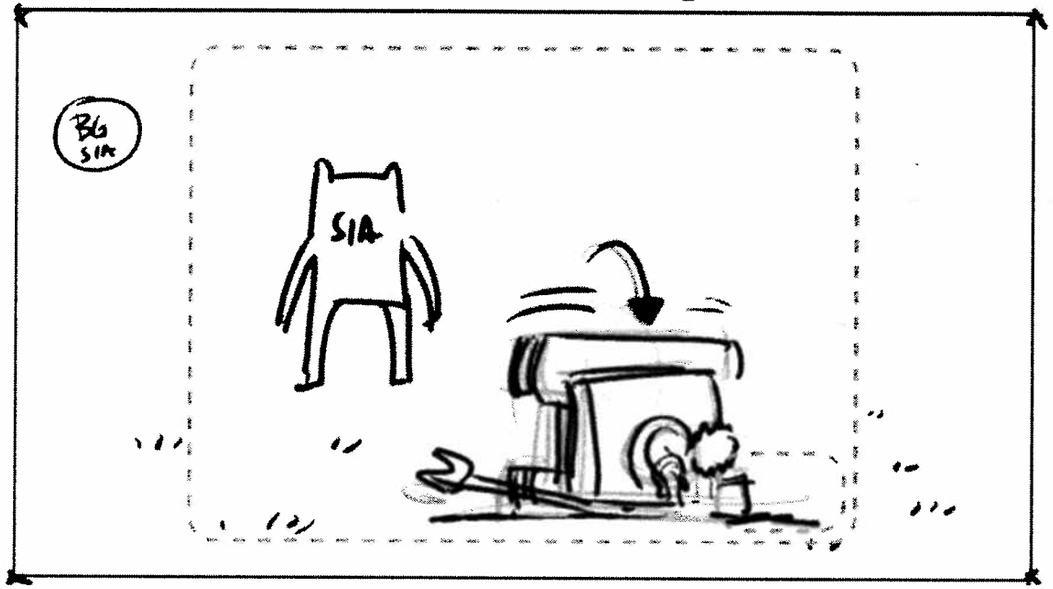
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

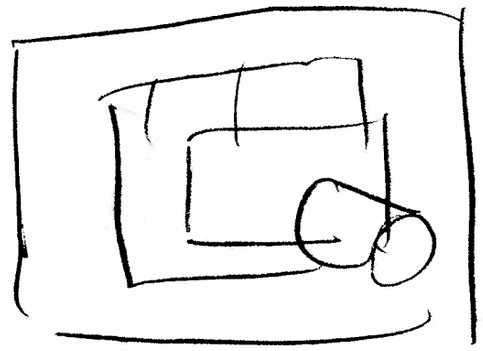
ADVENTURE TIME

Page 61

Sc. 57 Pnl. B Bg. day night

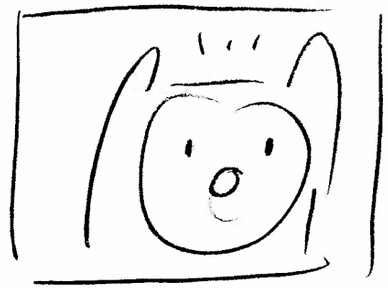


Sc. day night



(close up)

NEPTR: OUCH!



(close up)

(F) It talked!

Dialog:

SFX
(TINY CRASH!)

Action:

Timing:

EPISODE #

Pro

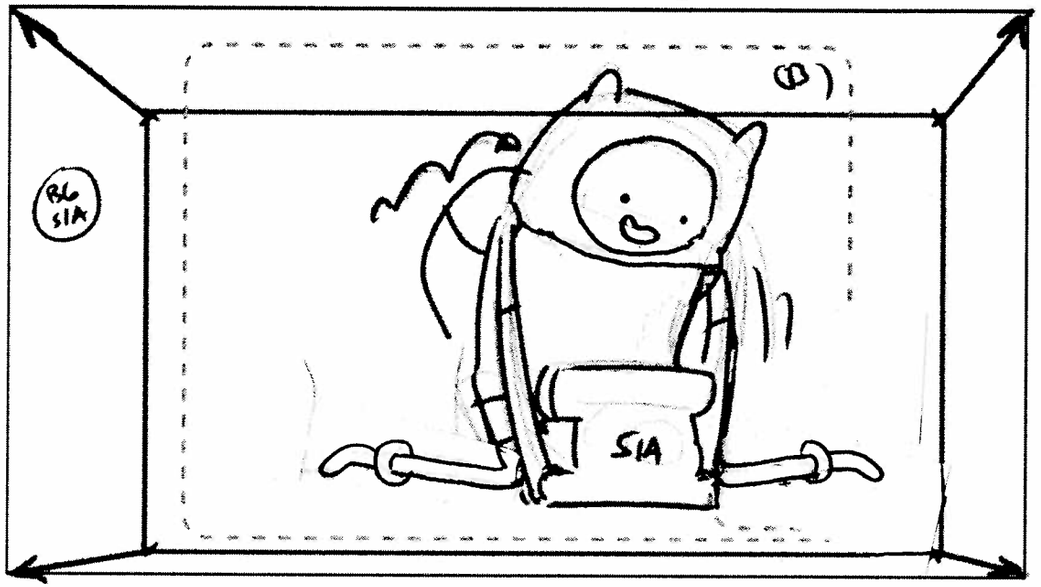
• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

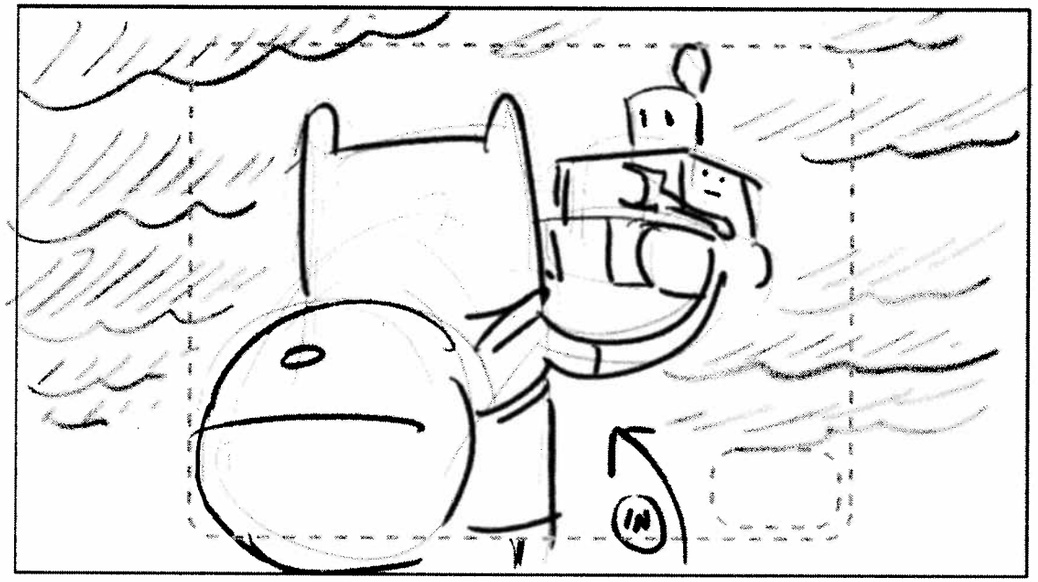
(NEXT PG (5))

Page 62

Sc. 57 Pnl. D Bg. day night



Sc. 58 Pnl. A Bg. day night

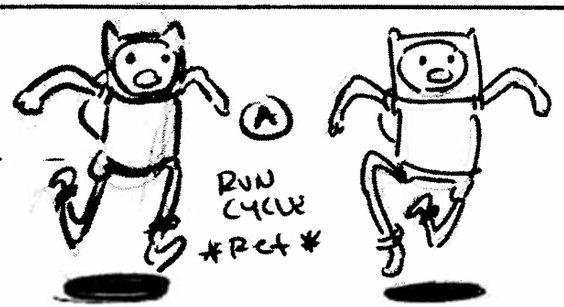


Dialog:

(F) WOW CAW CHOW! HEY!

(F) HEY! YOURE ALIVE!

Action:



TRUCK-OUT AS (FINN) RUNS over to (NEPTR)

(CUT) reverse shot — FINN rises (IN) TO FRAME

Timing:

EPISODE #

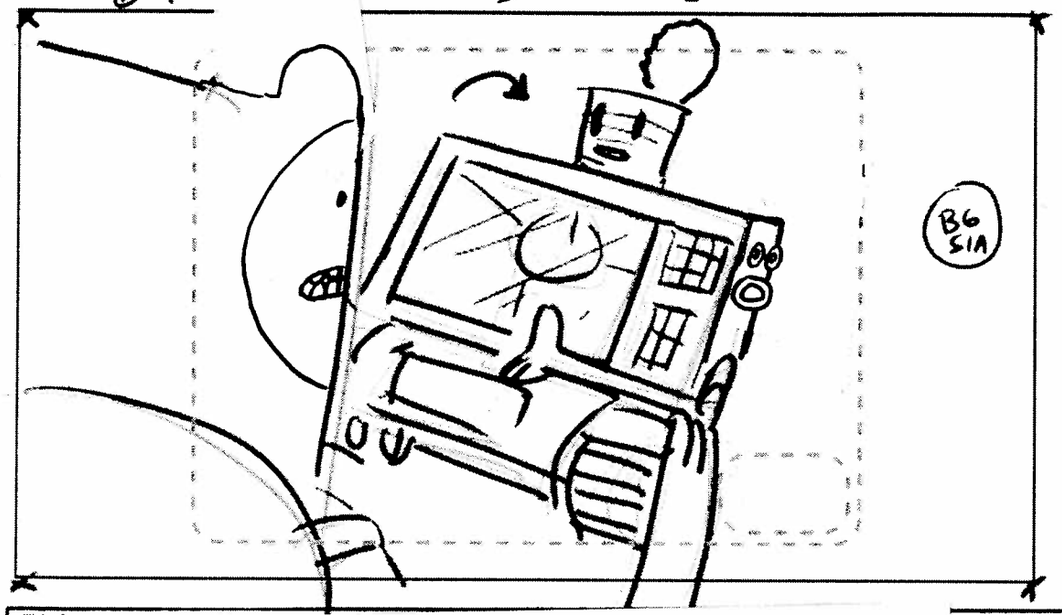
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

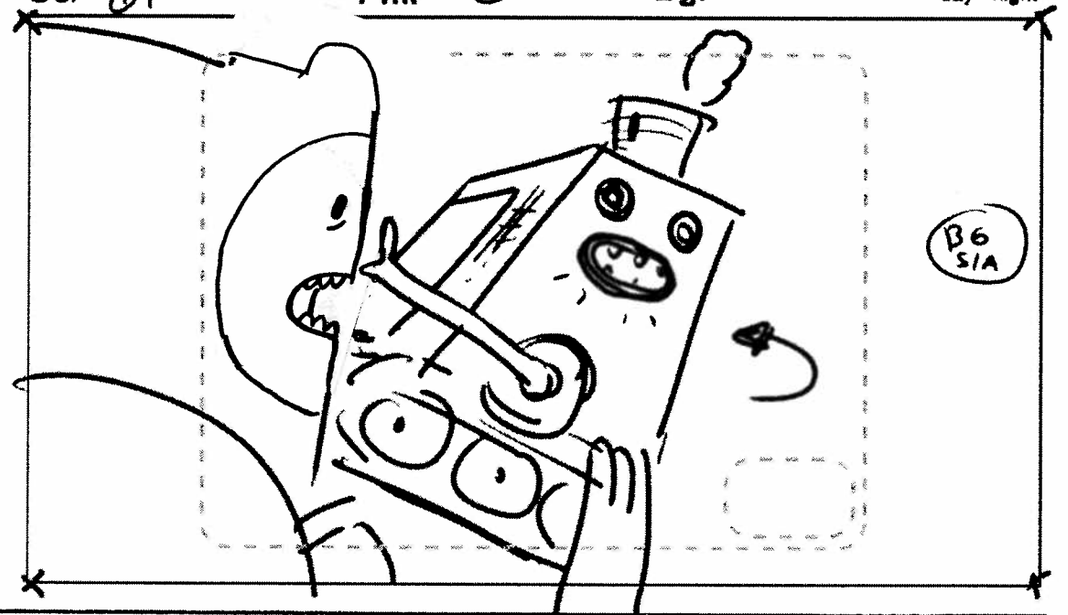
ADVENTURE TIME

Page 65

Sc. 61 Pnl. B Bg. day night



Sc. 61 Pnl. C Bg. day night



Dialo

(F) at least. I think you're alive?

(N) AAAAAAAA!!!!!

(F) *gasp!*

Actio

As Finn turns the machine to its side - a face starts speaking to Finn

Timin

EPISODE #

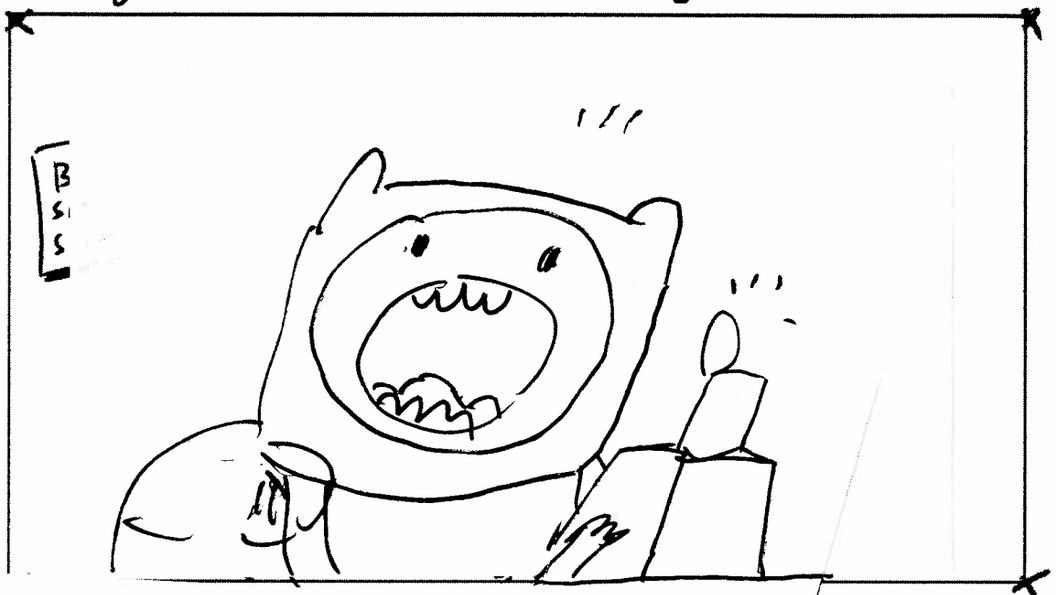
Production :

• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Page 66

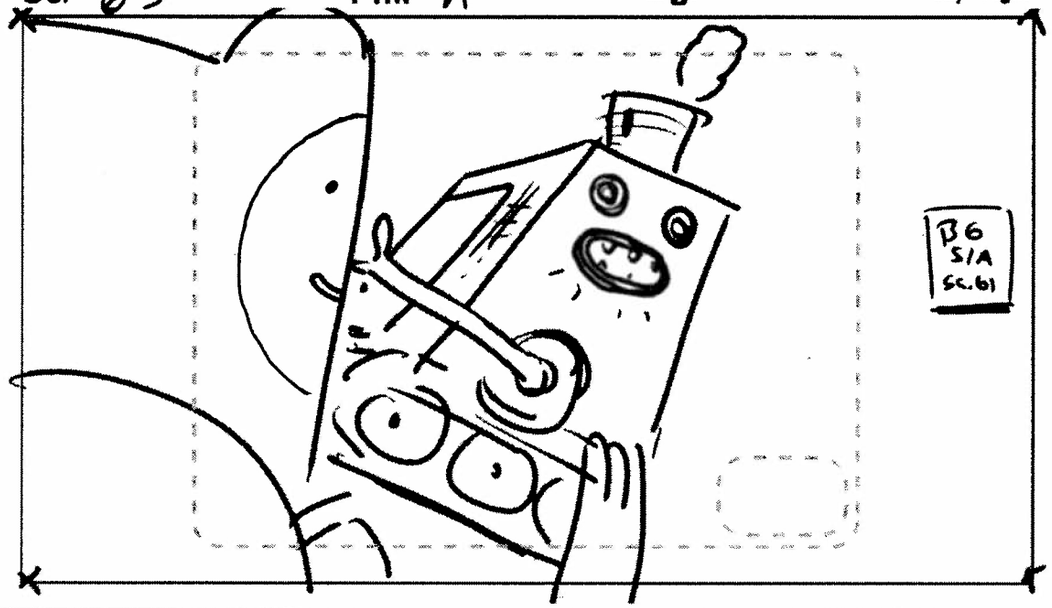
Sc. 62 Pnl. A Bg. day night



(F) AAAAAA!



Sc. 63 Pnl. A Bg. day night



(N) Greetings creator! My name is neptAR!, Which stands for never-ending-pie-throwing-robot!

(CUT)

EPISODE #

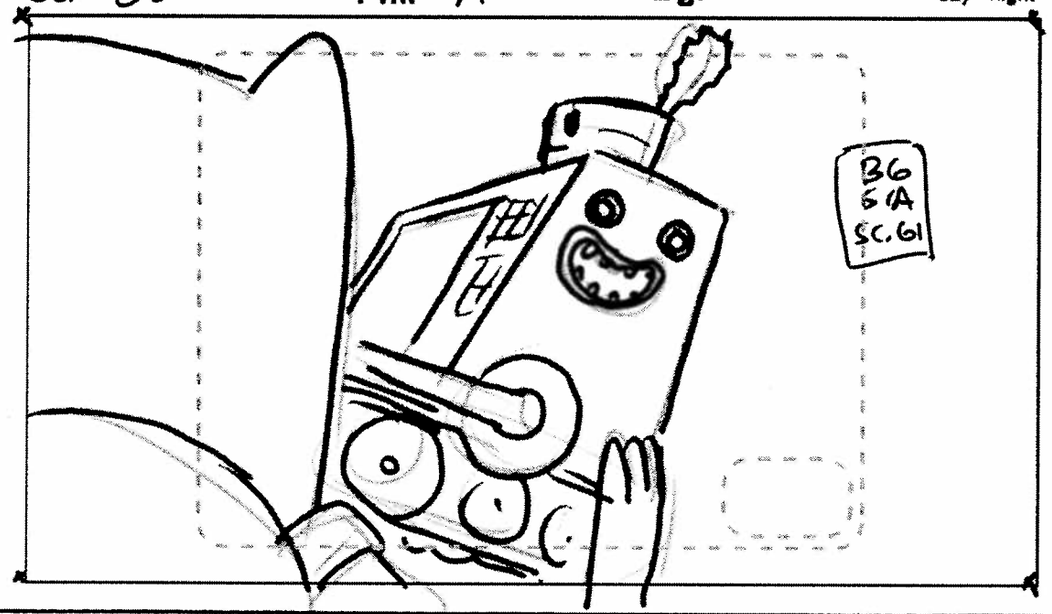
Production :

ADVENTURE TIME

Sc. 64 Pnl. A Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:

(F:) Oh perfect, you're exactly the kind of robot I was trying to make.

(N) Yes I am Never-ending-pie-throwing Robot, N-e-p-t

Action: CUT

Timing:

EPISODE #

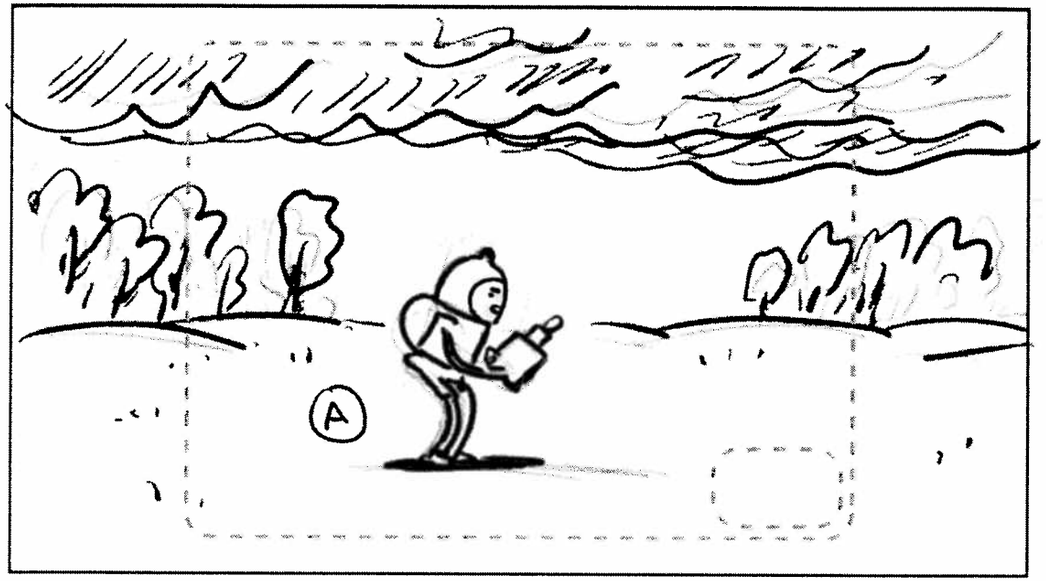
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

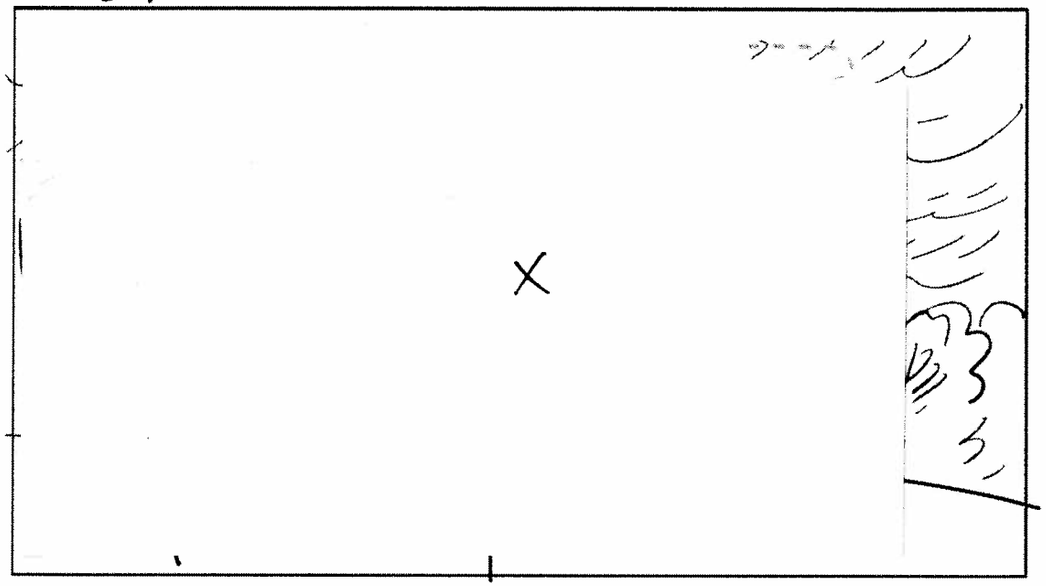
ADVENTURE TIME

Page 68

Sc. 66 Pnl. A Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:

(F) I GET IT, I GET IT!

Action:

CUT



Timing:

EPISODE #

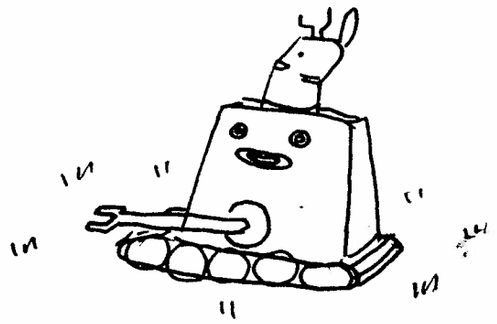
Production :

This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

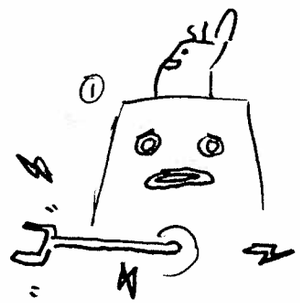
ADVENTURE TIME

Page 69

Sc. 68 Pnl. A Bg. day night



Sc. 69 Pnl. A Bg. day night

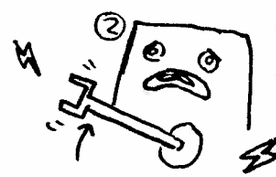


Dialog:

(N) Creator I am eager to commence the creation and propulsion of pies forever.

(N) ① but.. (strain) *lighting fizzle*

② but my pie hucking appendage is ... malfunctioning!



(ARM SHAKING)

Action: (CUT)

Timing:

EPISODE #

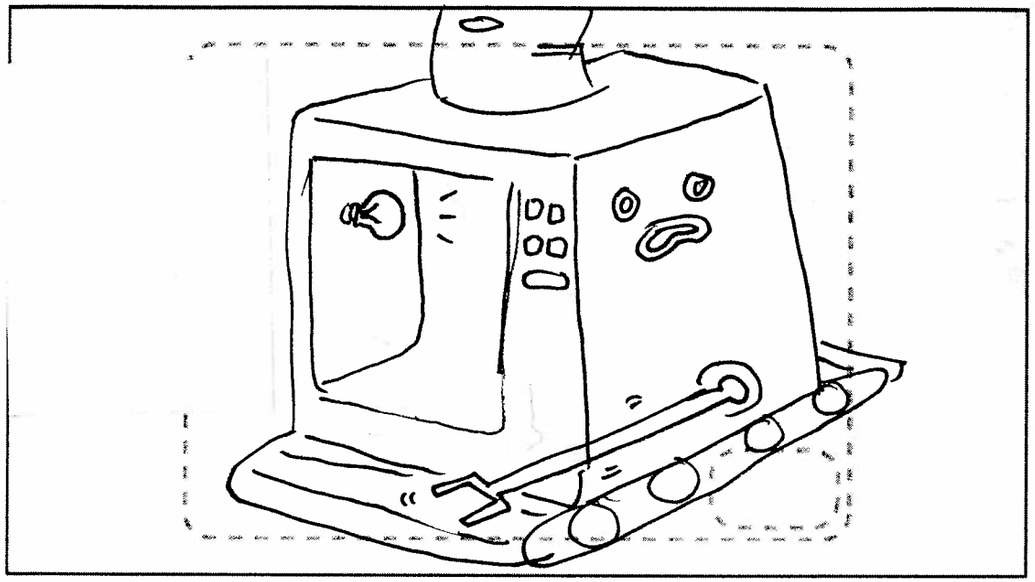
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or conveyed.

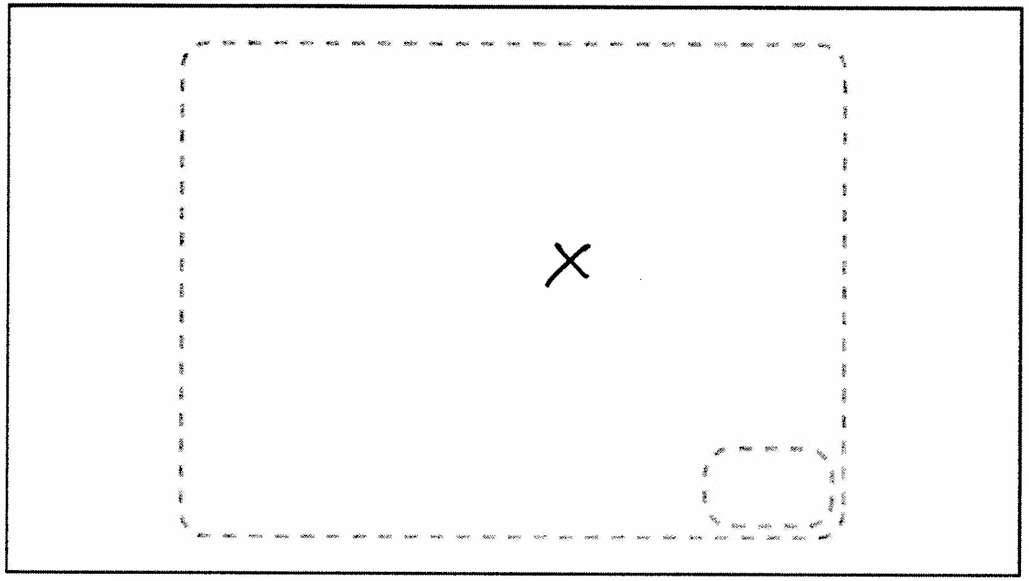
ADVENTURE TIME

Page 69A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

N: MY OVEN ~~light~~ lamp is ~~very hot~~ and cold.

Action:

Timing:

EPISODE #

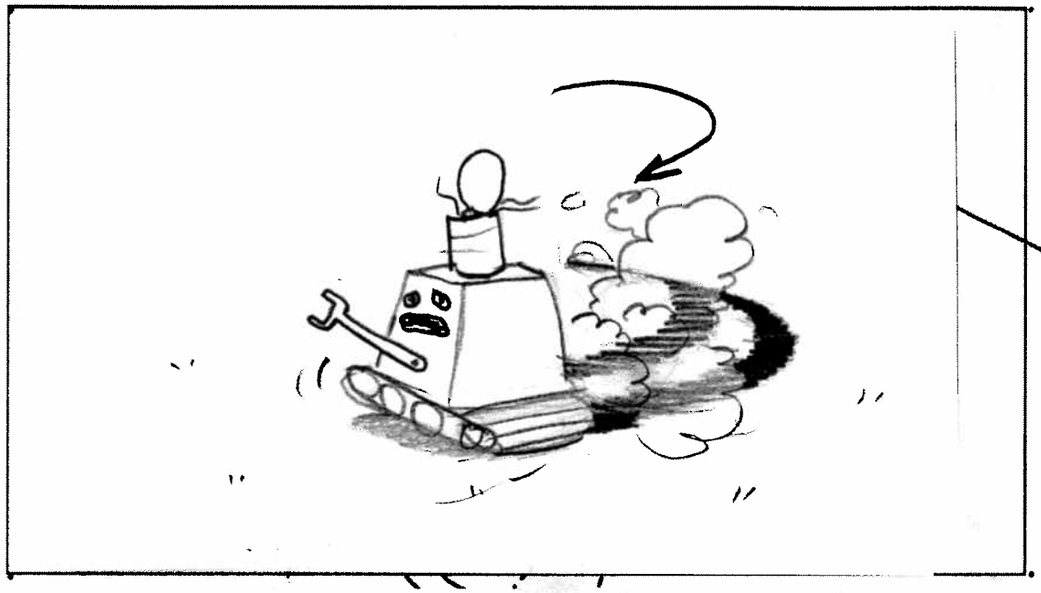
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

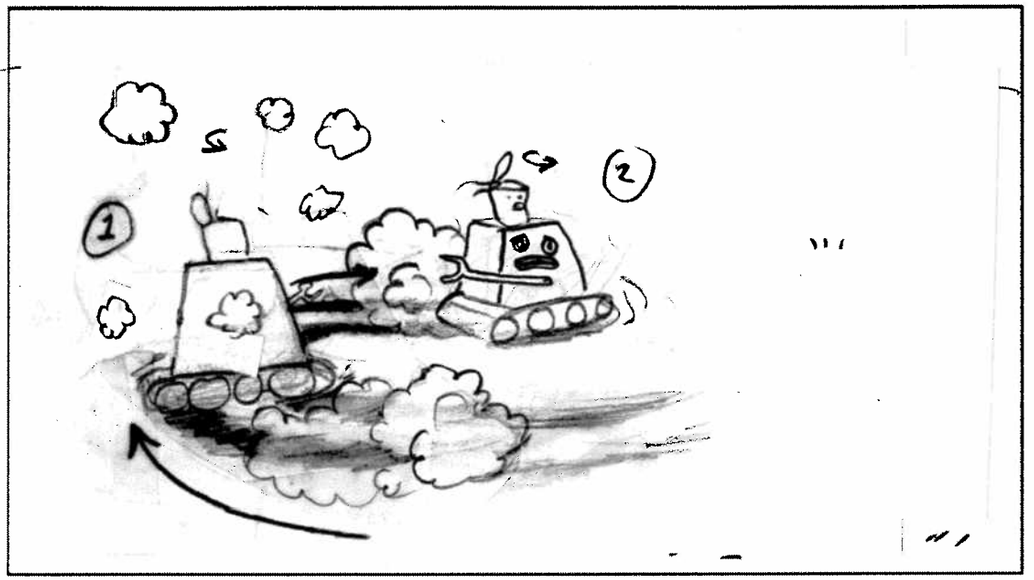
ADVENTURE TIME

Page 70

Sc. 70 Pnl. A Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog:

(N:) and my tank treads DO NOT roll, they can only do.. skidz!!!

Action:

* screeching tire sounds* → *SCREECHING tires*

Timing:

(smoke billows up like burning rubber.)

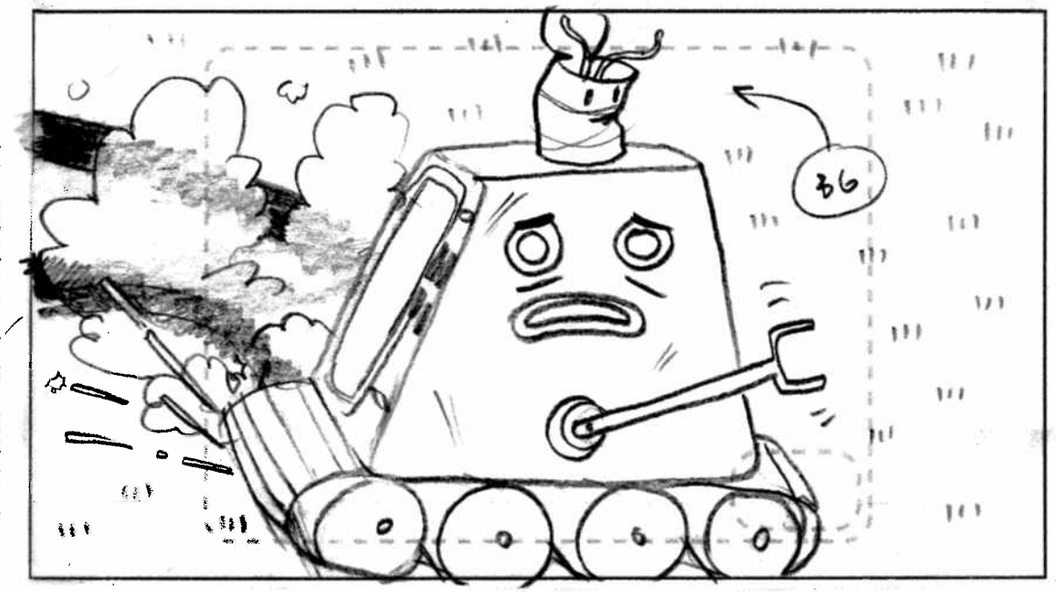
EPISODE #

Production :

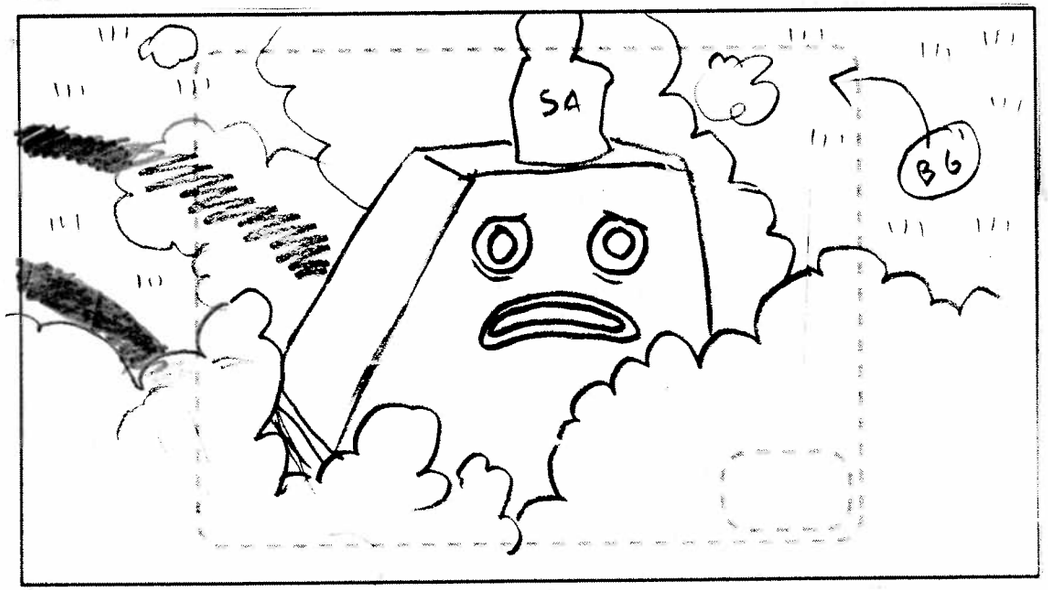
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(N) ~~CREATOR~~!? YOU'VE GIVEN ME A CRIPPLED BODY AND AN INSATIABLE LUST FOR BAKING?! WHY CREATOR!? ~~ARE~~

(N:) ARE YOU PUNISHING ME, CREATOR?

Action:

HIC SQUEAL

BG STOPS.

Timing:

(N:) DID YOU CREATE ME SO THAT YOU COULD PITY ME?

EPISODE

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

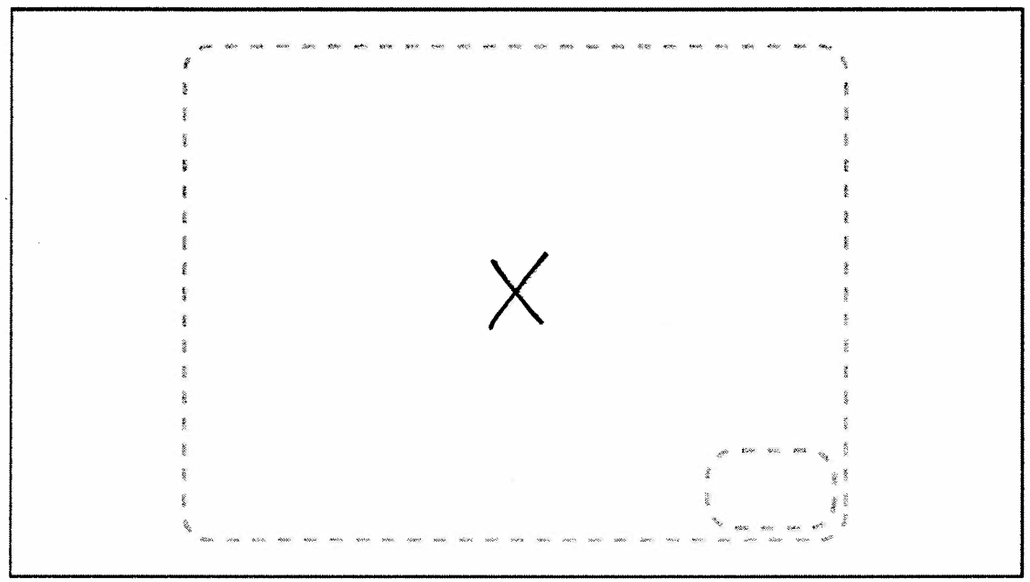
(NEXT PG. 74A)

Page 72

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



DI

(F:) *gasp!*

Action:

Timing:

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

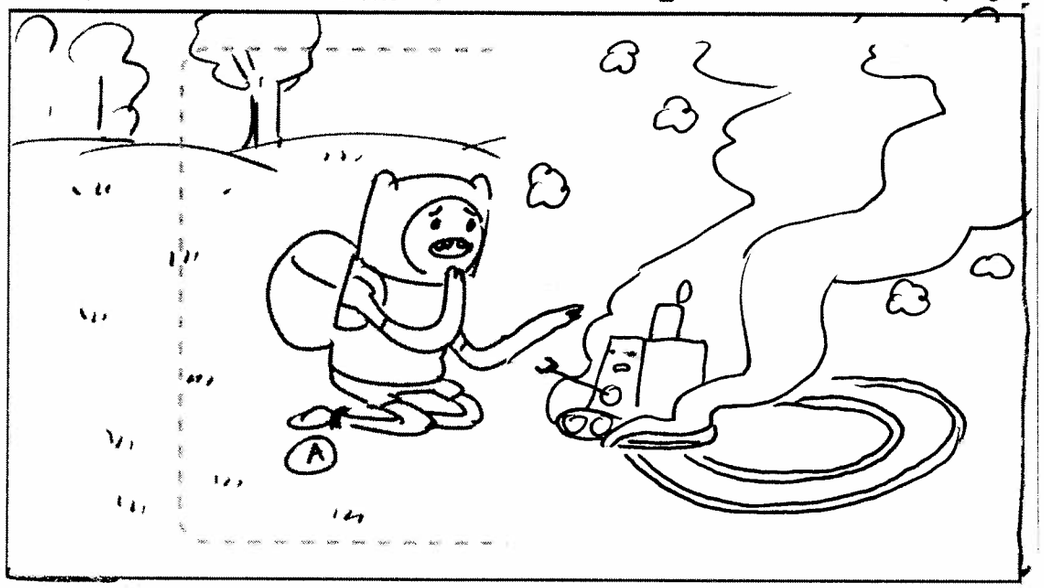
*(pg 75 next) X

Page 74 (A)

Sc. 77 Pnl. A Bg. day night

X

Sc. 78 Pnl. A Bg. day night



Dir

Ac

Tin

(F) NEPTR DON'T SAY STUFF LIKE THAT!

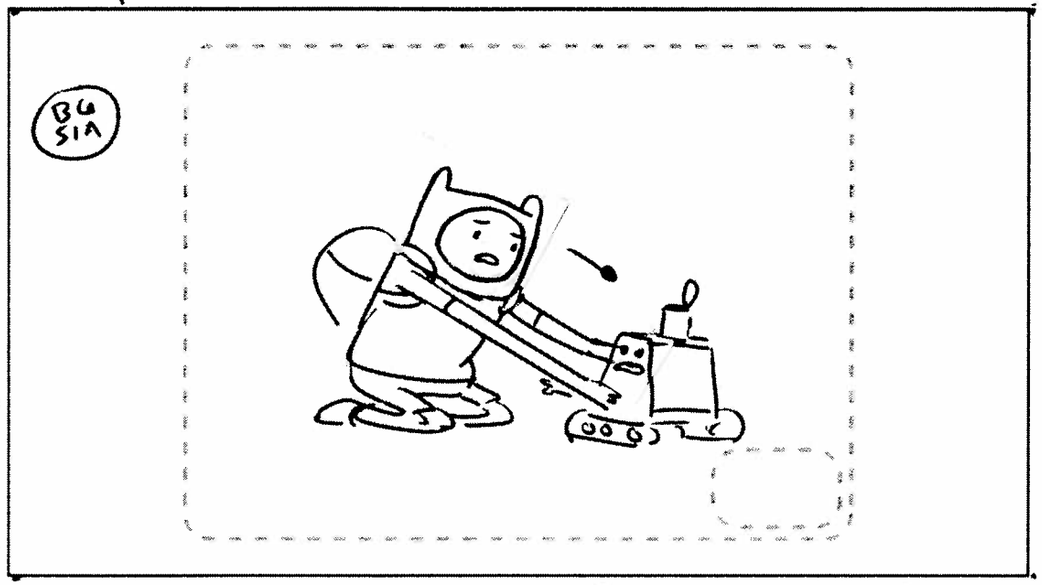
EPISODE #

• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

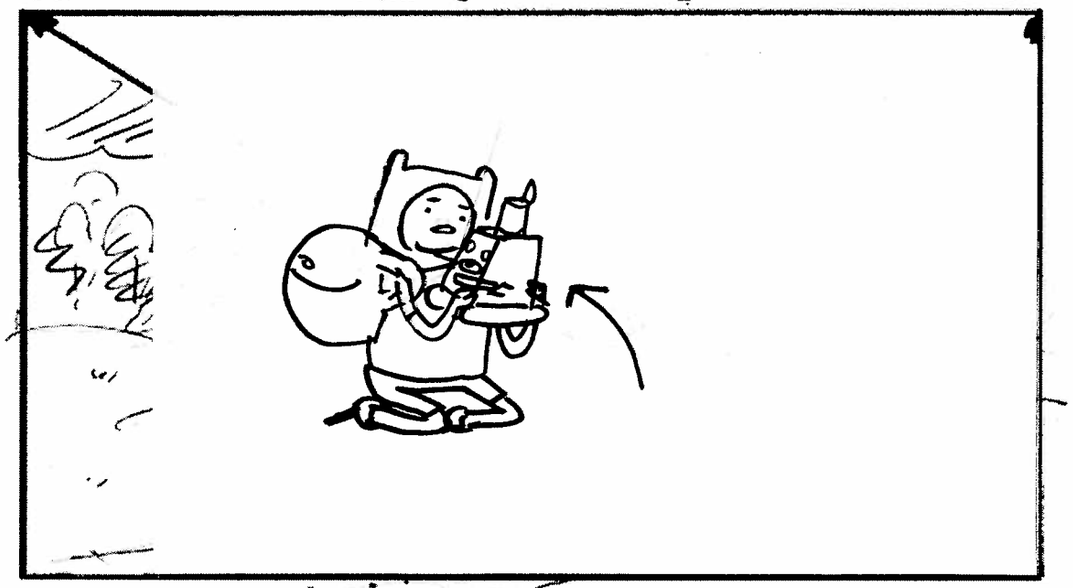
ADVENTURE TIME

Page 75

Sc. 78 Pnl. B Bg. day night



Sc. 78 Pnl. C Bg. day night



Dialog:

(F:) Look.. I know we just met.. and you're —

(F:) probly going through a lot of personal stuff right now.

Action:

Timing:

EPISODE #

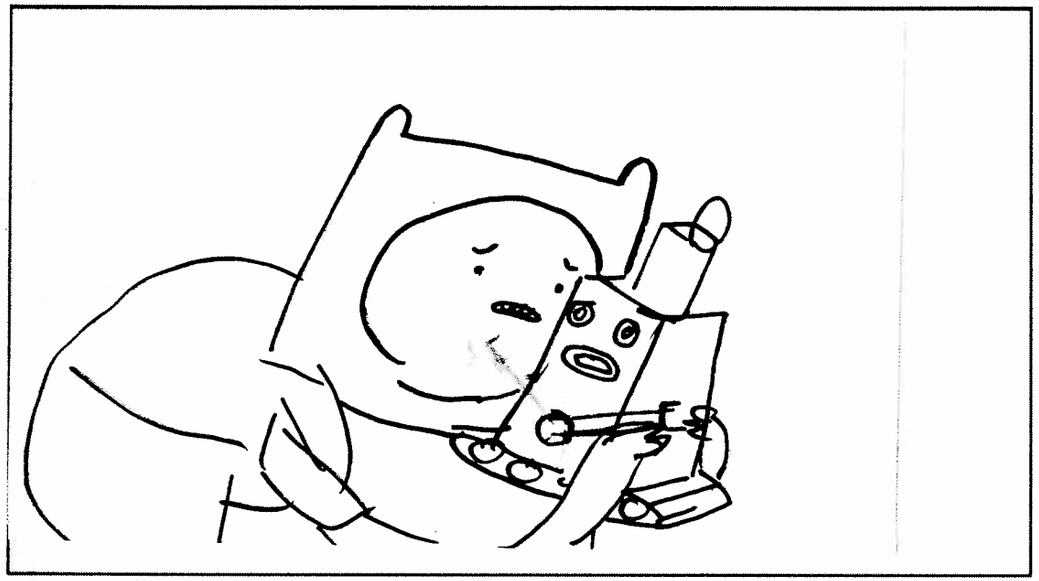
Production :

• 2009 This material is the Property of Turner Entertainment Networks, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

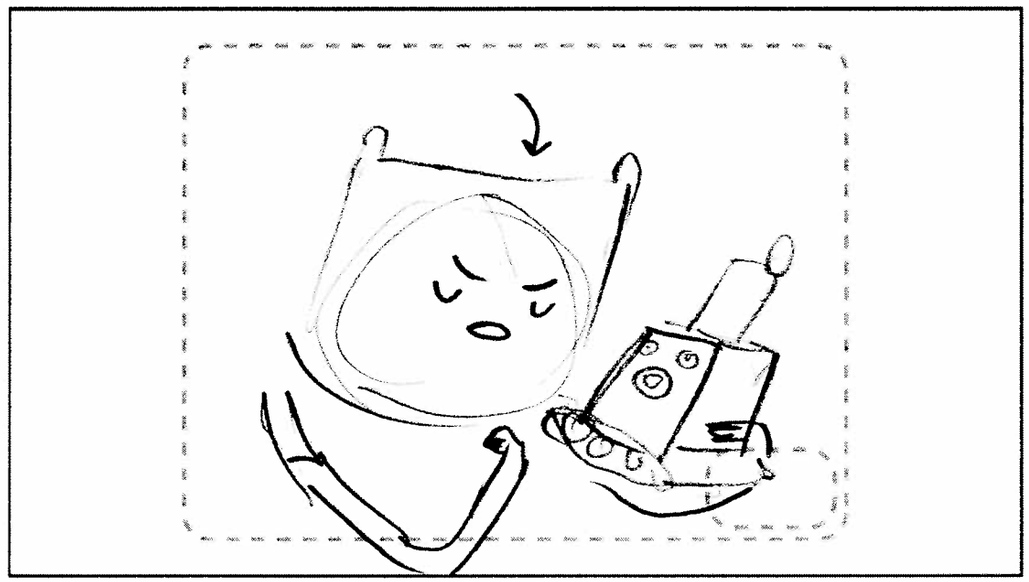
ADVENTURE TIME

Page 76

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) but I really like you, Neptr. I think you're a cool guy.

(F) and I'm not gonna rest until you're working properly and throwing hot pie at my best friends face.

Action:

Timing:

EPISODE #

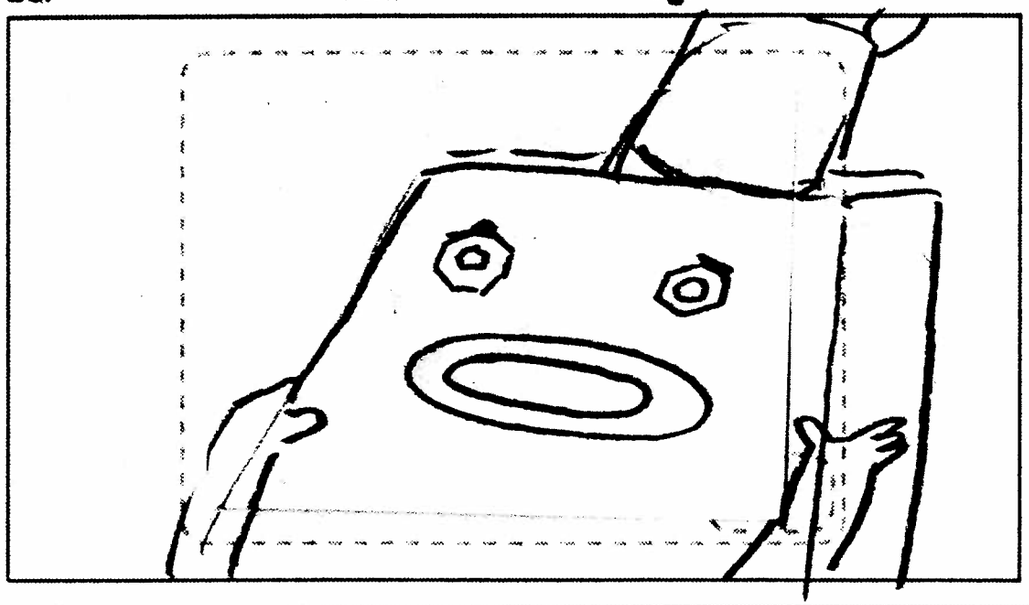
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

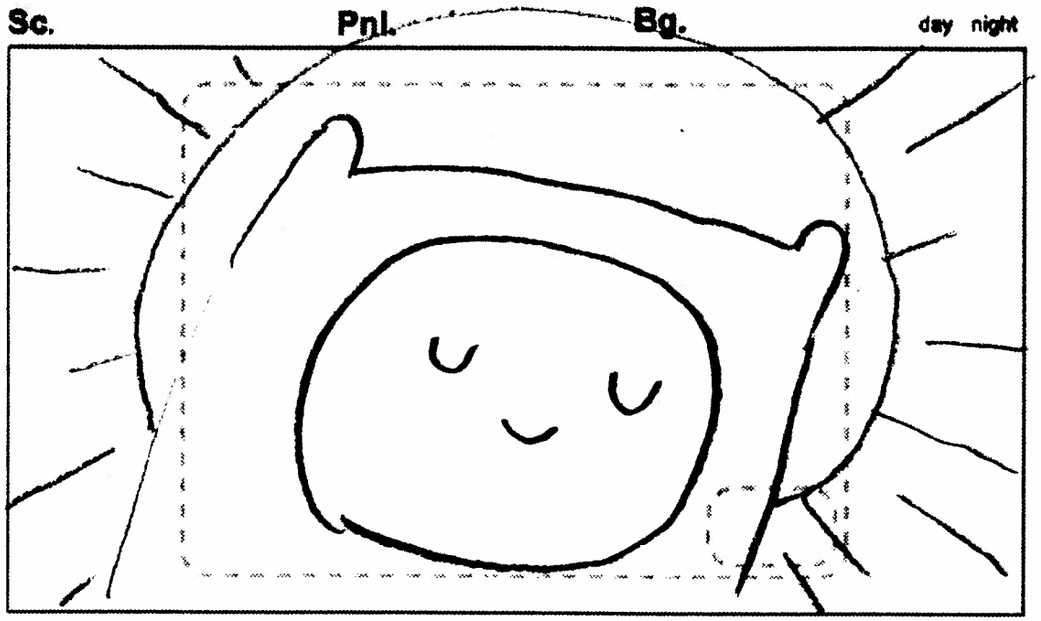
ADVENTURE TIME

Page 77

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(V:) is that my purpose in this world, creator.

(F:) mmm hmm..

Action:

Timing:

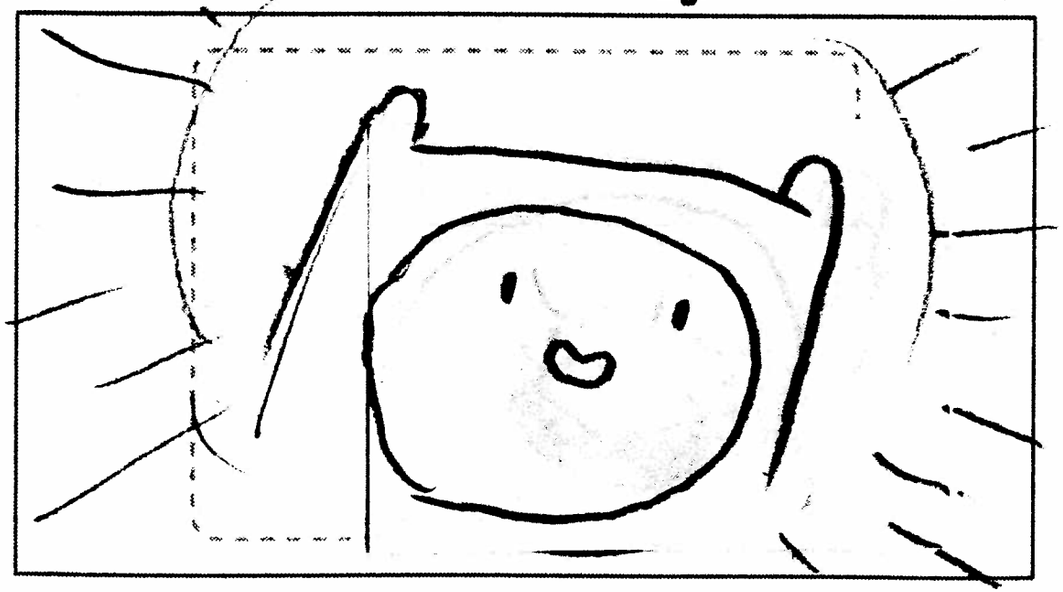
EPISODE #

Production :

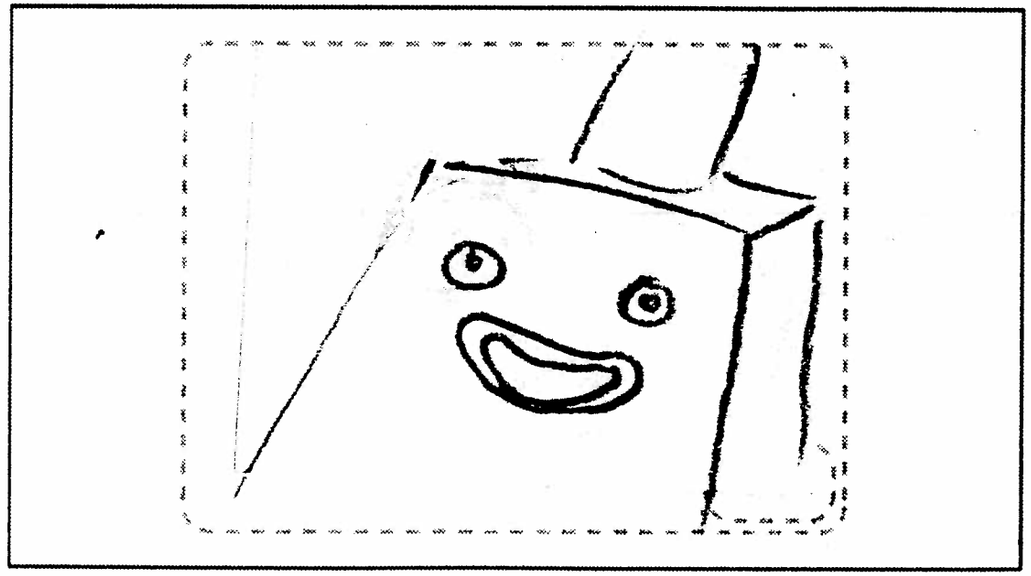
ADVENTURE TIME

Page 78

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



EPISODE #

Dialog:

(F) Together we're going to prank the poots out of Jake..

(N) haha!!

I'll always love you, creator.

Action:

Timing:

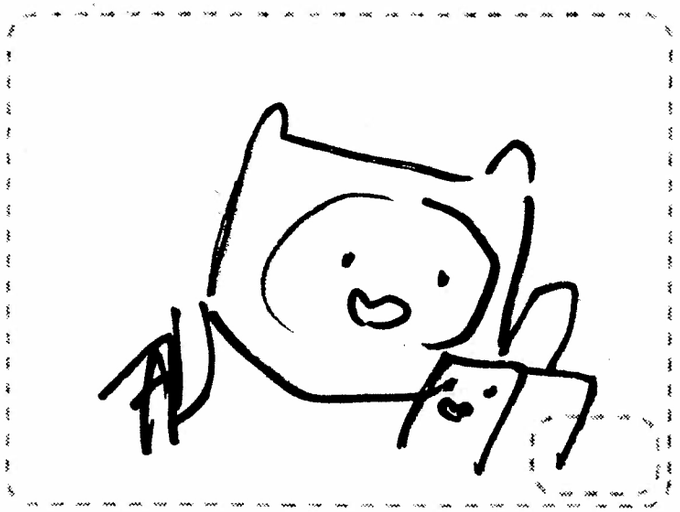
Producti

ADVENTURE TIME

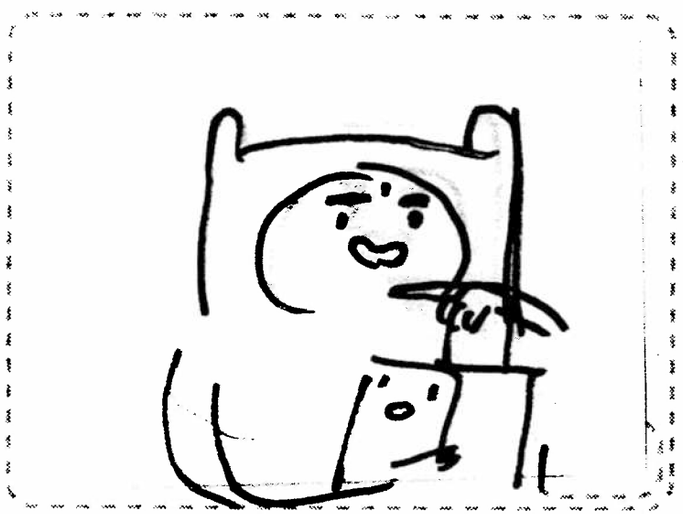
NEXT Pg. 87

Page 79

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) HaHa.. **COOL** Neptr..

how all we need is more lightning power..

Action:

Timing:

EPISODE #

Production :

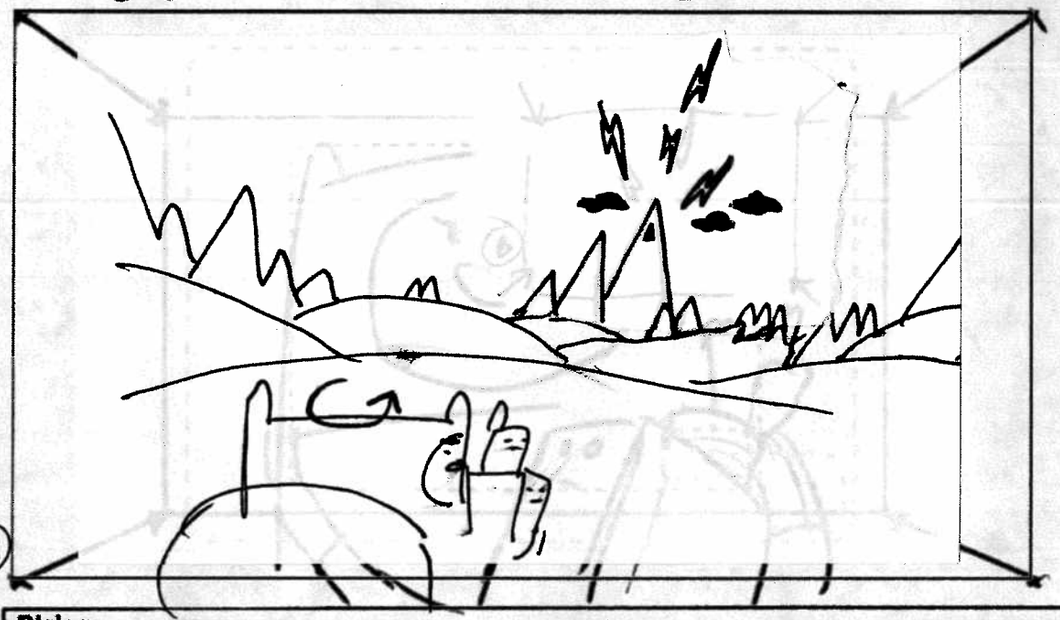
© 2010 This material is the property of Cartoon Network, Inc. It is unpublished and may not be disclosed, copied or used in any manner except for production purposes, without the written permission of Cartoon Network, Inc.

ADVENTURE TIME

PREVIOUS Pg. 71

Page 87

Sc. 86 Pnl. B Bg. day night



(A)

Sc. 86 Pnl. C Bg. day night

(C)

EPISODE #

Dialog:

(F) and I think I know just the dumb hole who we can get some from..

Action:

Timing:

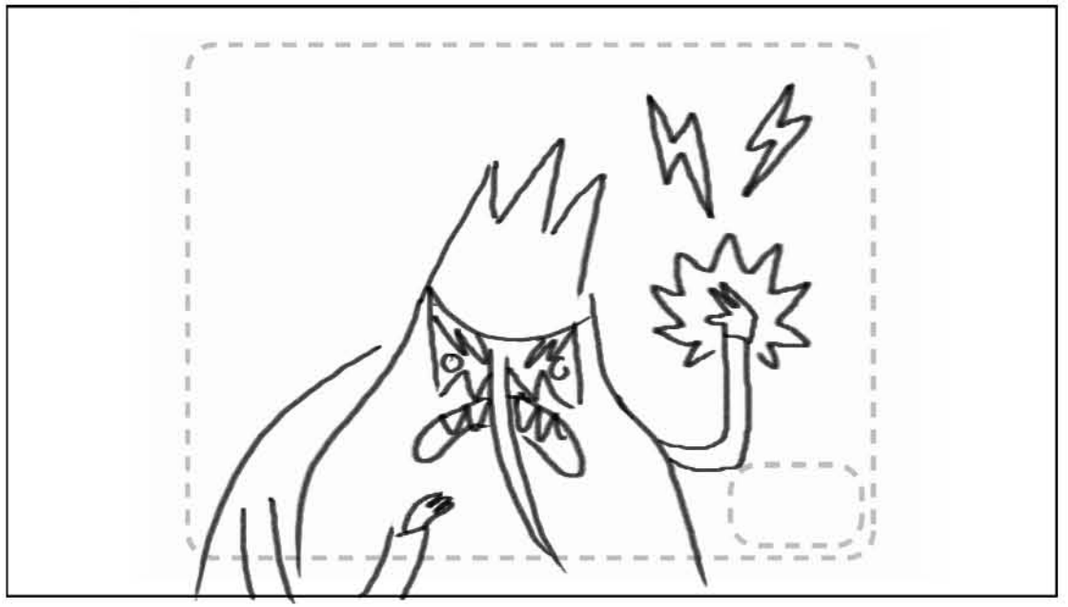
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be copied, distributed, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

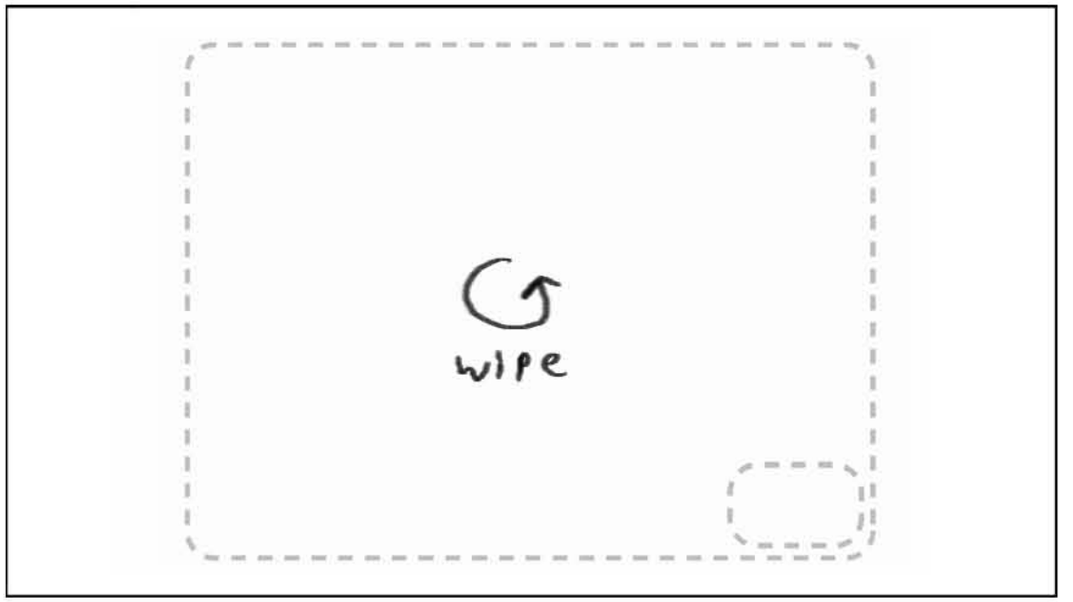
ADVENTURE TIME

Page 87A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) The ICE KING!

Action:

Timing:

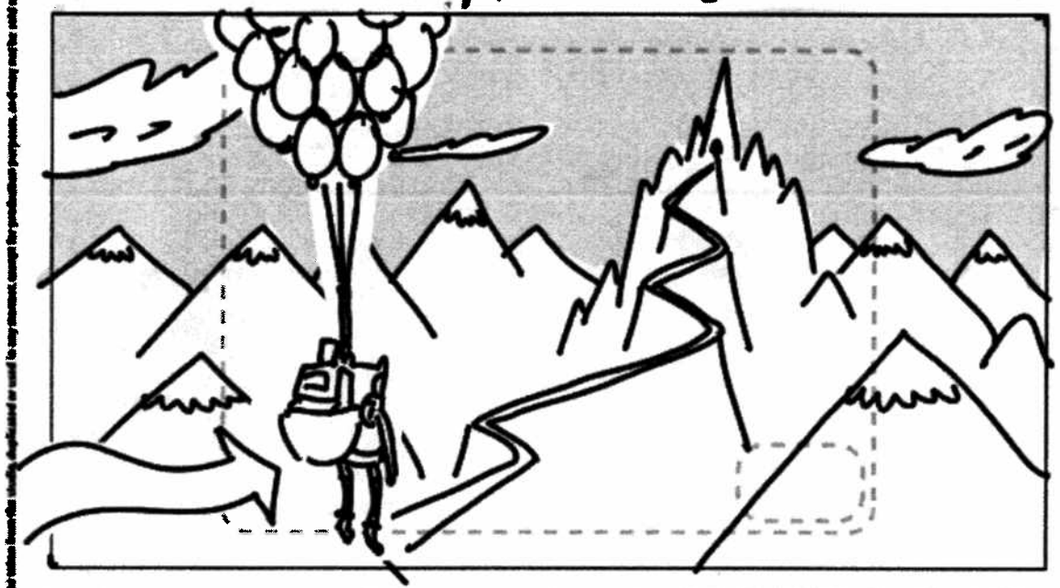
EPISODE #

Production :

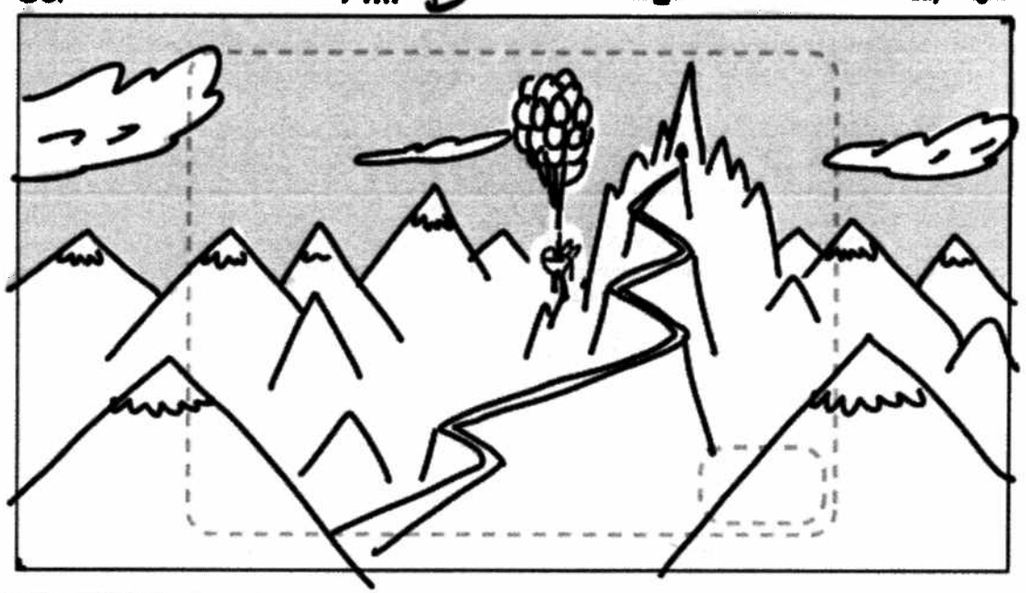
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

N ~ OOH... WHAT BEAUTIFUL PILES OF SUGAR!.. F) NO, NEPTR...

Action:

Timing:

EPISODE #

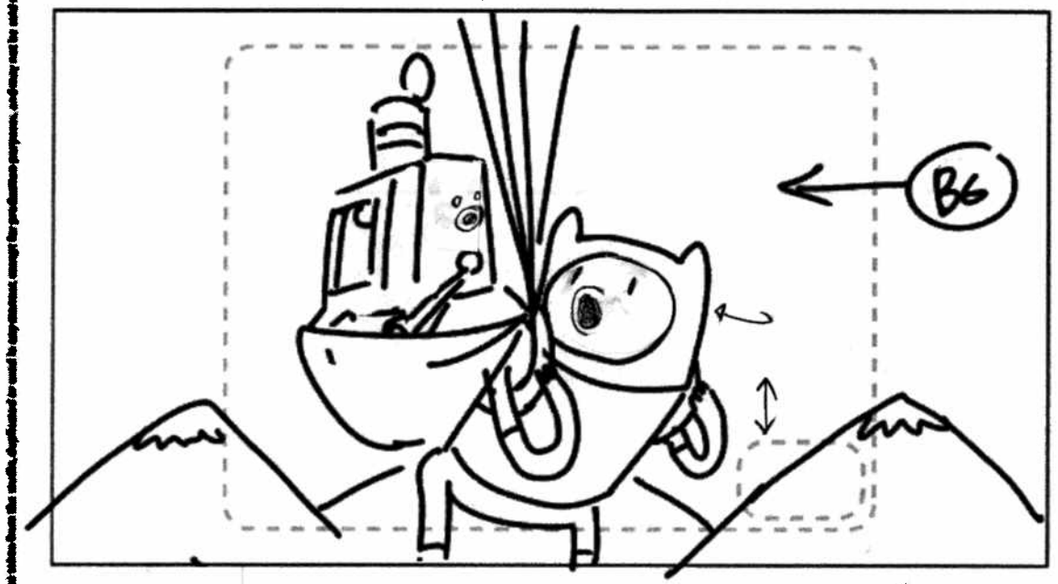
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and may not be in any manner used from the studio displayed or used in any manner except for production purposes, during such time as it remains

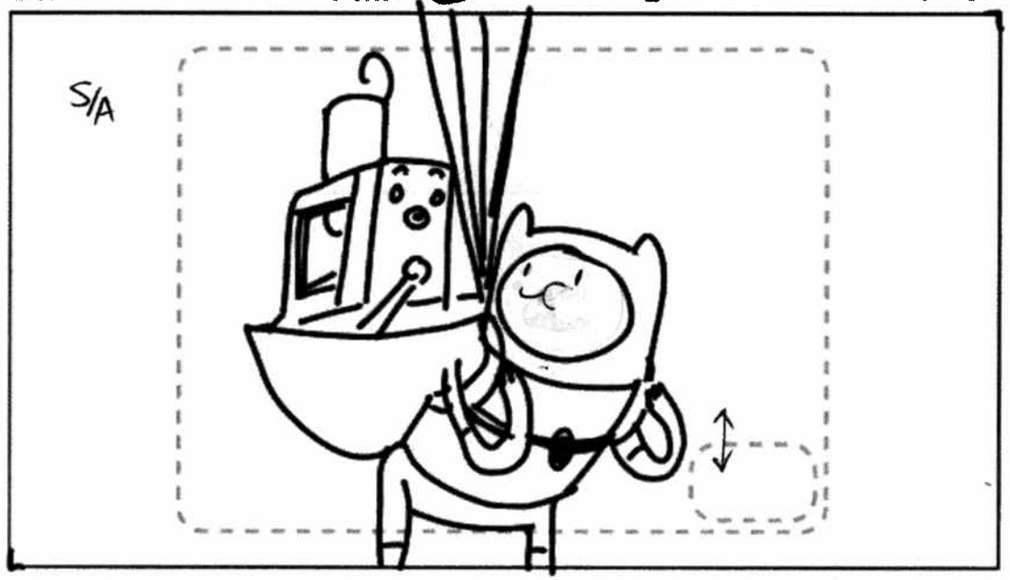
ADVENTURE TIME

Page 89

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

F) HEH, WE CALL THAT SNOW, NEPTR SNOOOOW...

N) SNOOOW...

Action:



Timing:

EPISODE #

Production :

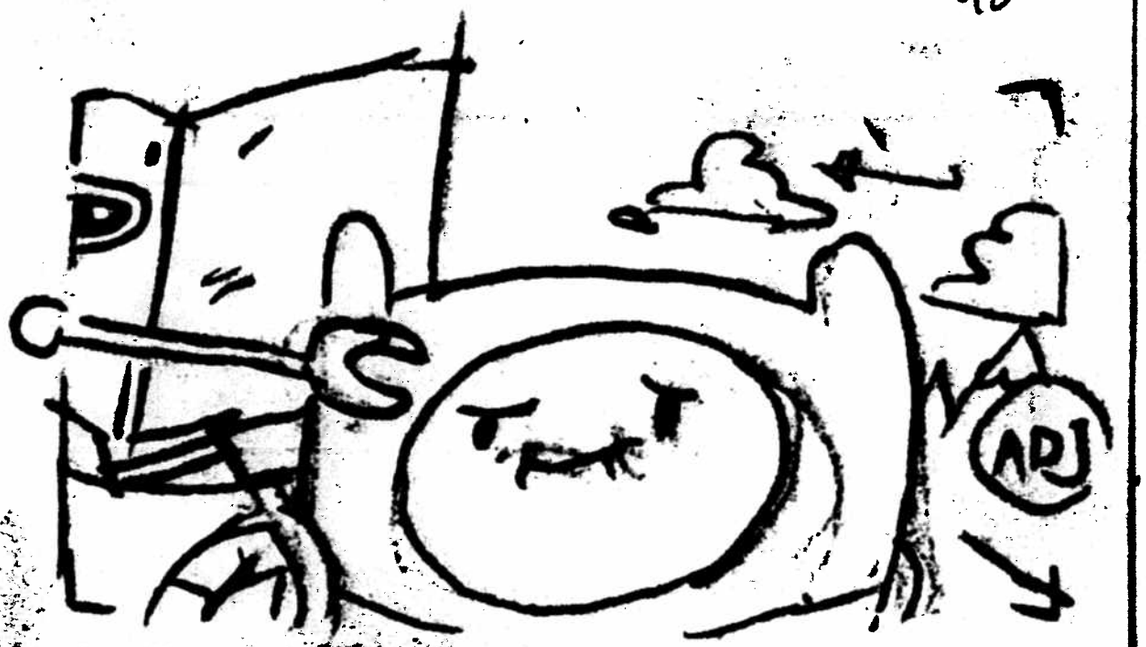
2

© 2009 This material is the Property of The Cartoon Network, Inc. It is copyrighted and cannot be reproduced in any manner, except for production purposes, without the written permission of The Cartoon Network, Inc.

90



N: AND WHAT IS THAT MASSIVE GRAY THING CALLED...



E: HMM?

Action

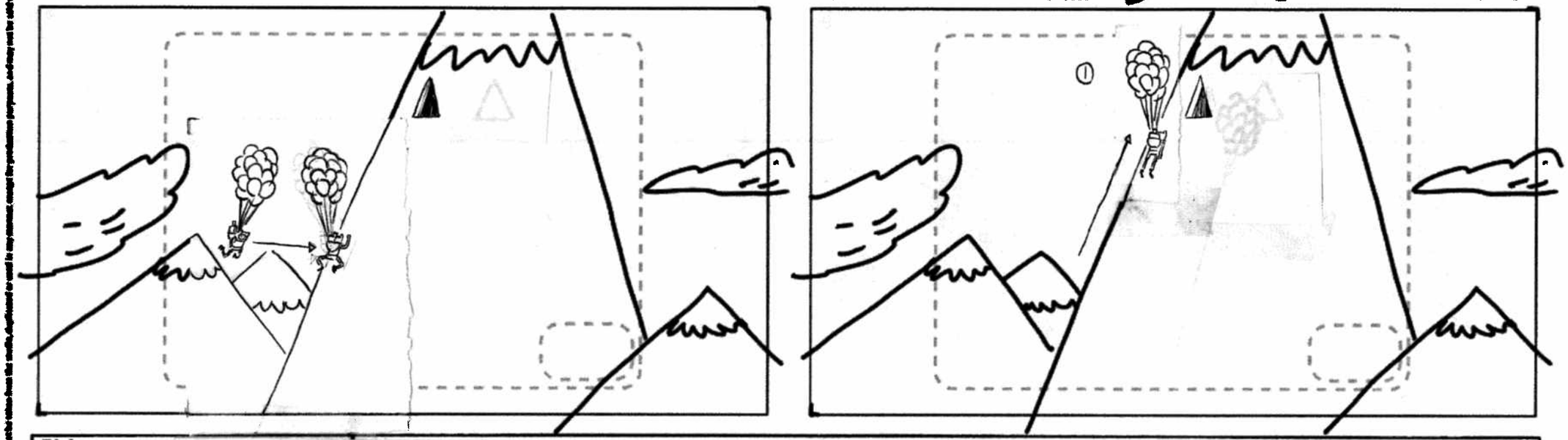
Things

ADVENTURE TIME

Page 9

Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

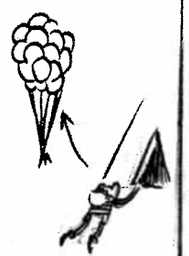


Dialog:

SFX - SMACK! — FAINT SQUEAK

Action:

2



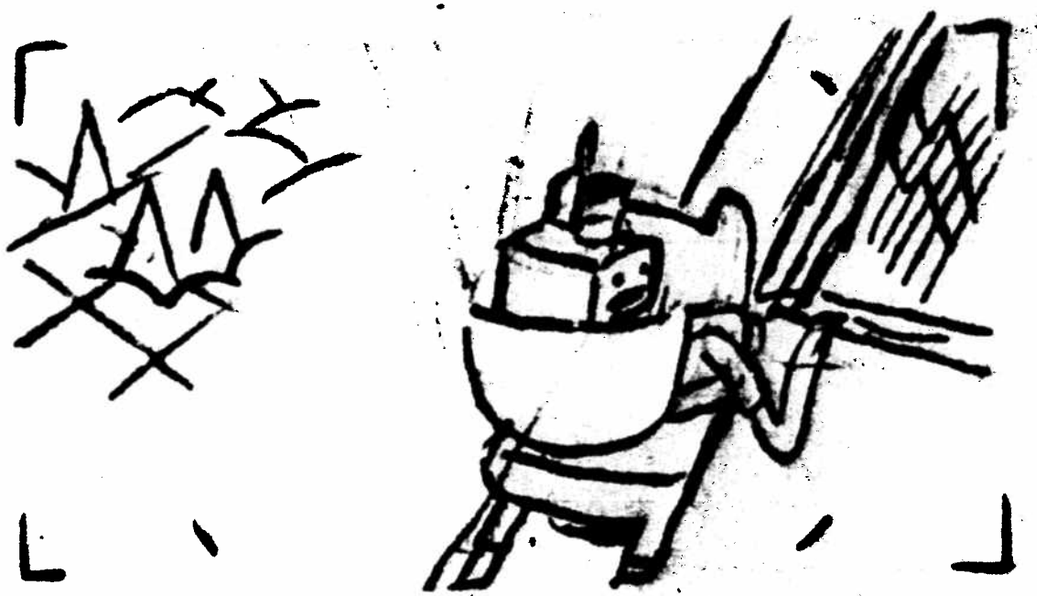
Timing:

EPISODE #

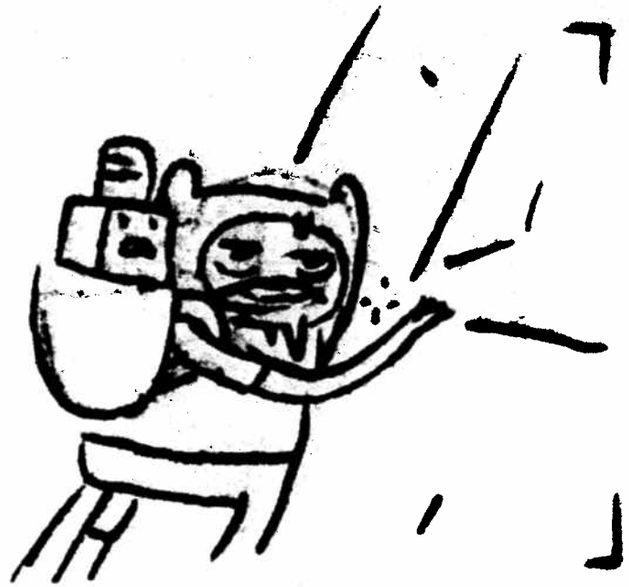
Production :

8

© 2011 This material is the Property of The Cartoon Network, Inc. It is copyrighted and may not be reproduced in any manner, except for production purposes, without the written consent of The Cartoon Network, Inc.



S/A

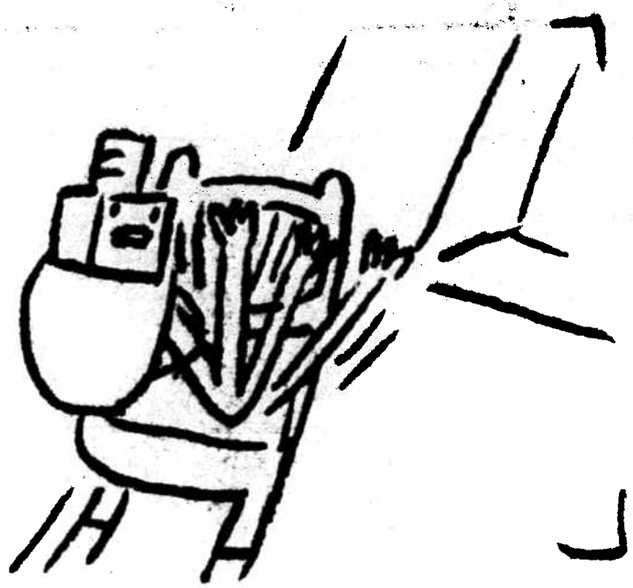


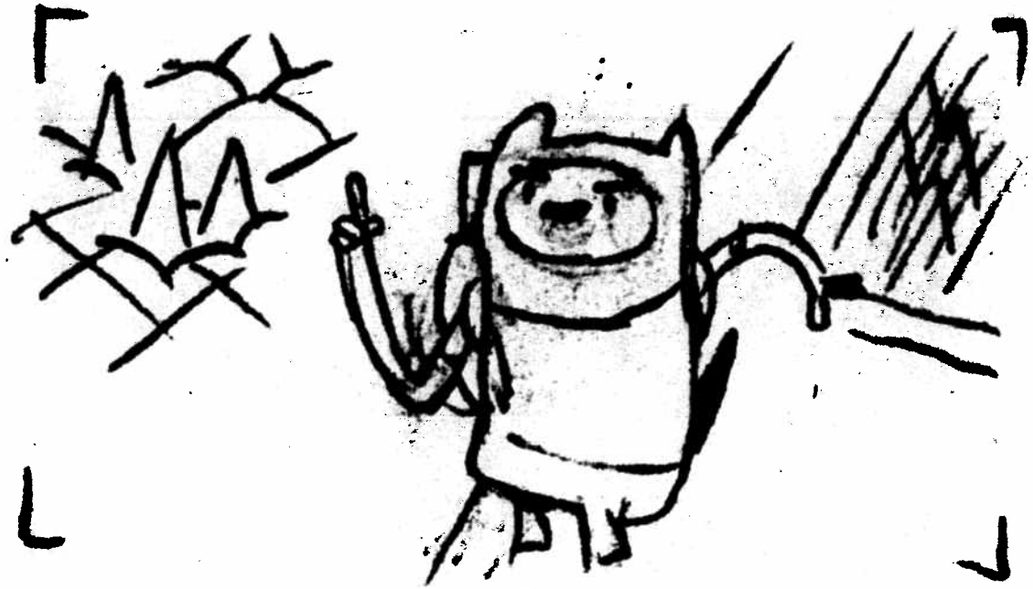
Action

Things

93

S/A



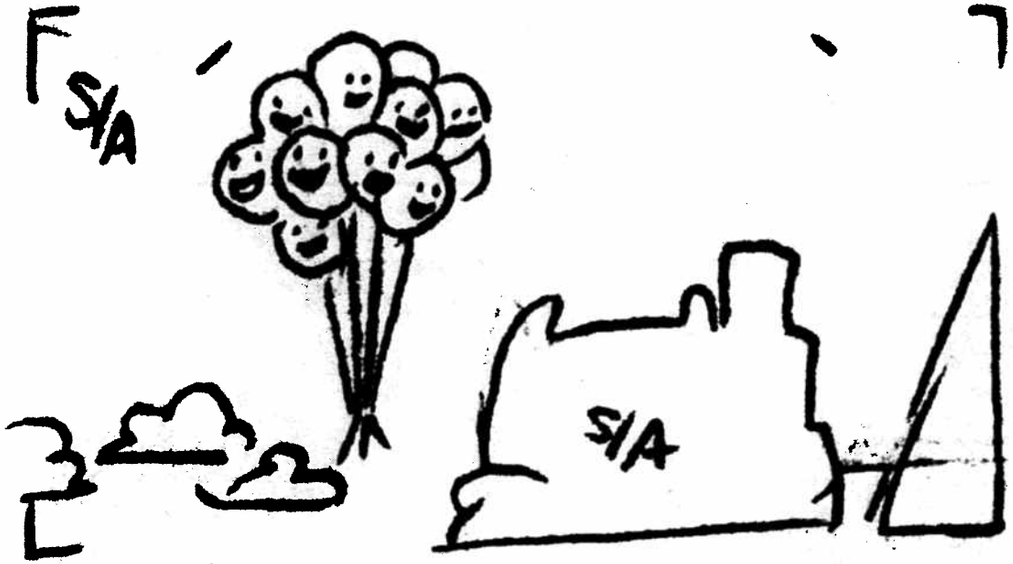


E: DID Y'ALL SMACK ME INTO THE MOUNTAIN ON PURPOSE?

Action

Dialog

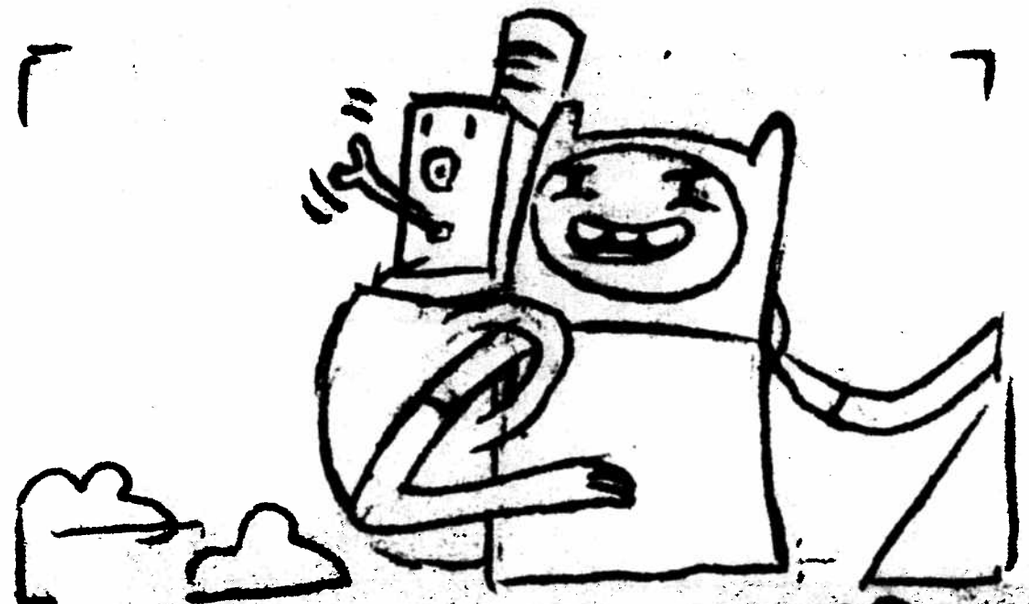




BALLOONS: EXCITED WALLA YEAHH!!

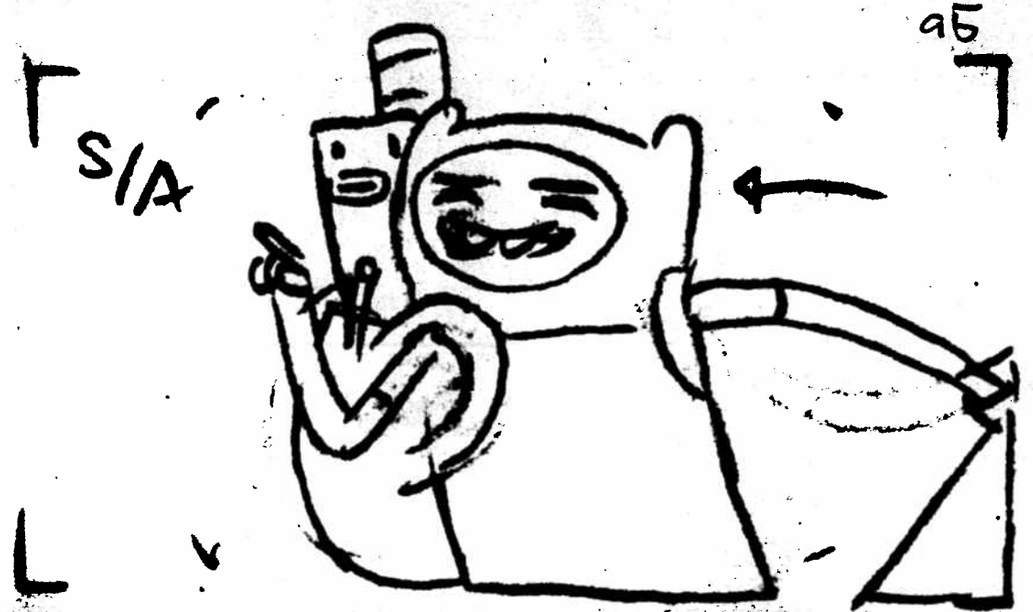
Action

Timing



F: TAKE NOTES, NEPTR. THESE GUYS ARE GRADE-A

S/A

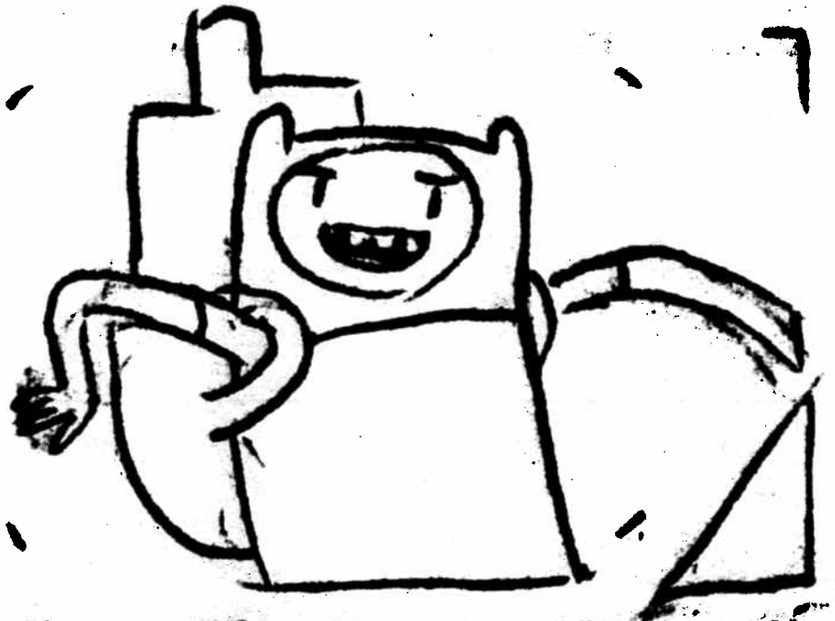


F: PRANKSTERS...

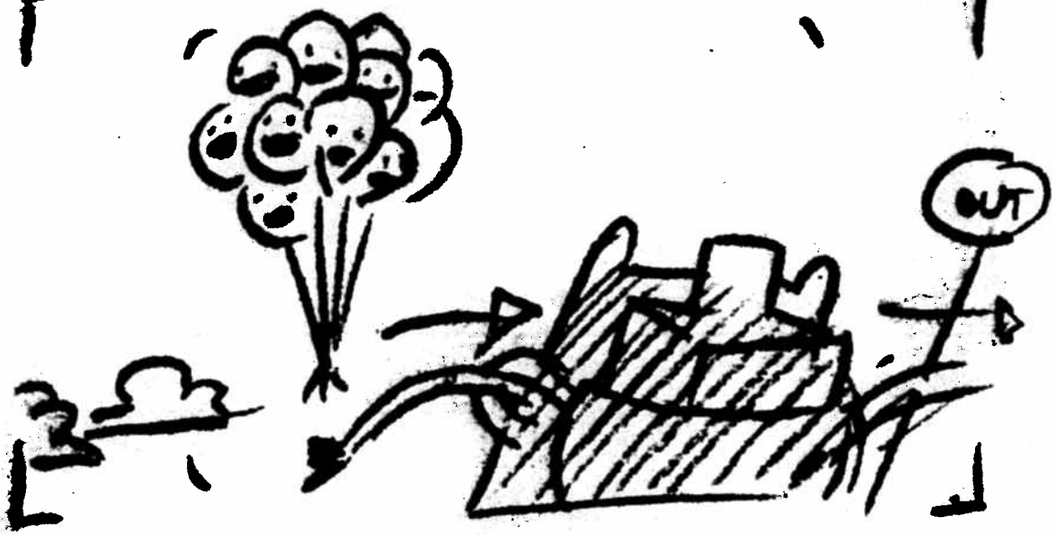
Audio

Timing

S/A



F: YOU GUYS, HANG OUT ... IN CASE WE NEED A DARING ESCAPE!



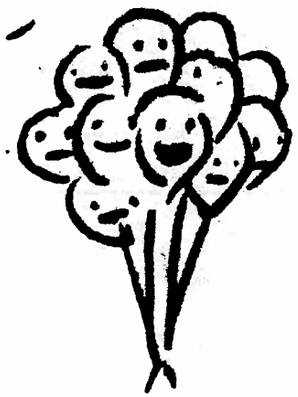
B: SURE, FINN! ABSOLUTELY...

Action

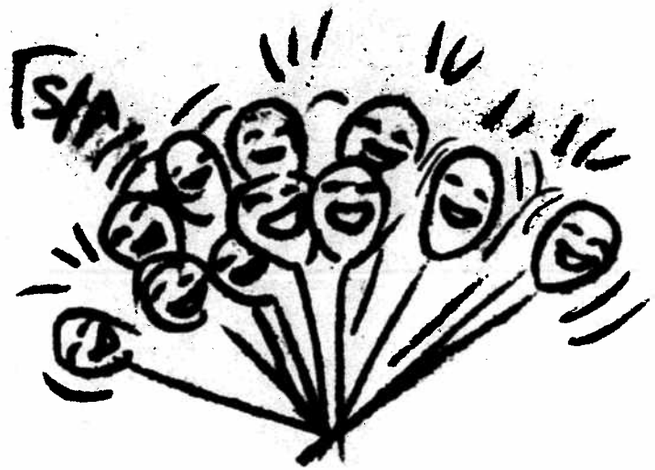
WE GOT YOUR BACK...

Timing

S/A



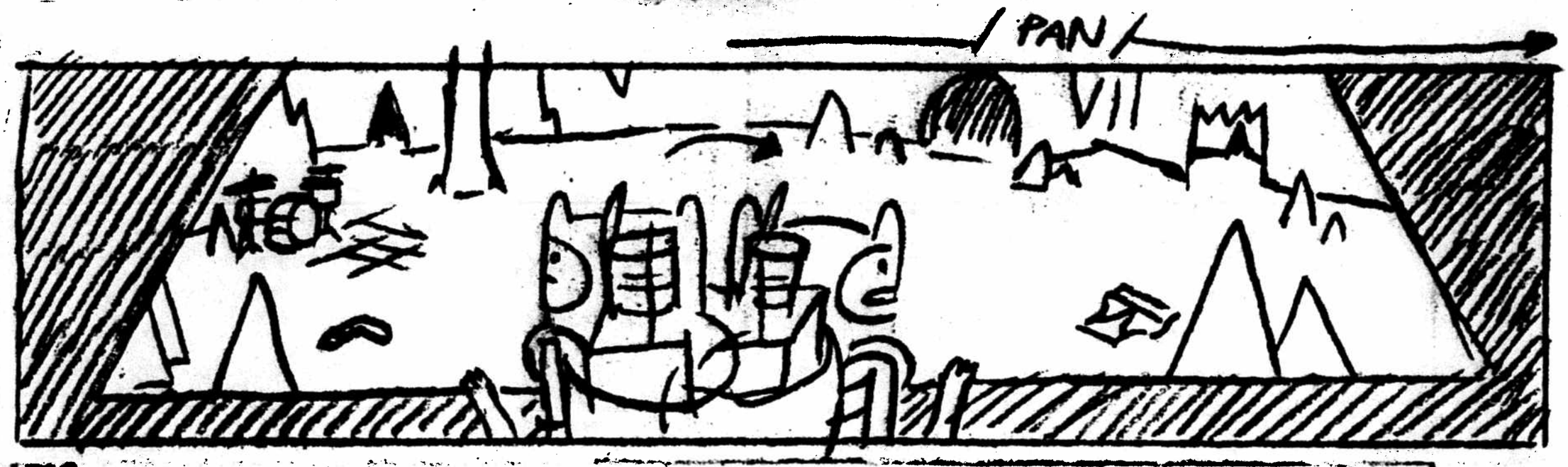
B: ... I GOT HIS WALLET.



B: YEAHH SFX: DRUBBING

Action

Timings



Video

Action

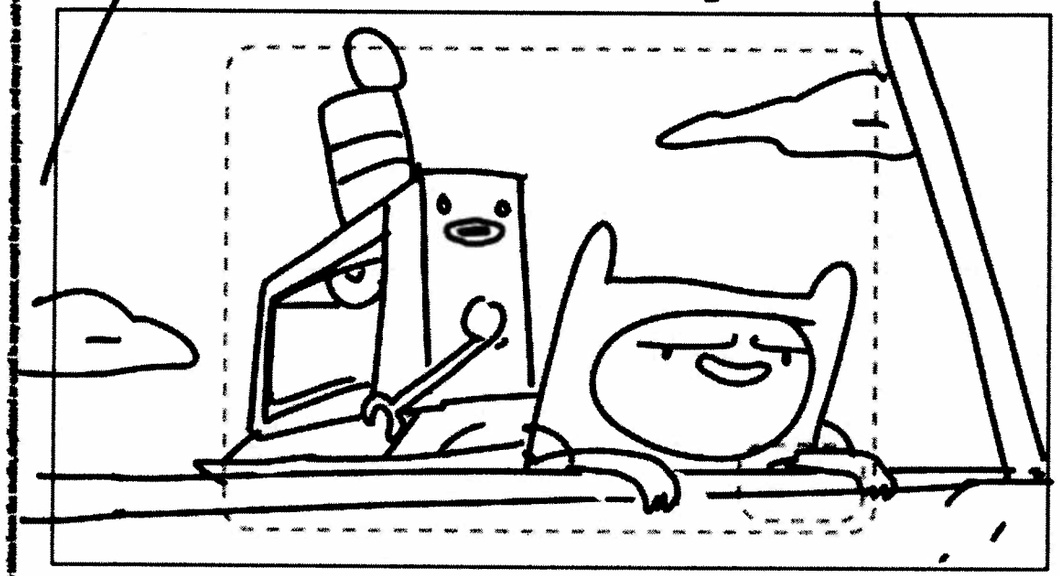
Timing

Production

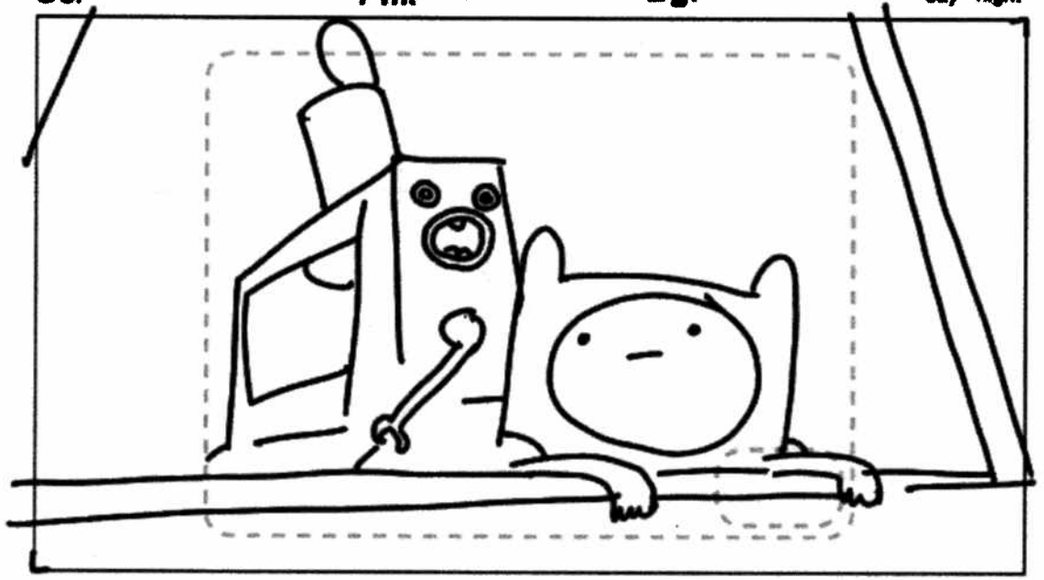
ADVENTURE TIME

Page 99

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

F) JUST GOTTA' BUST IN AND SNEAK AROUND UNTIL WE FIND HIS LIGHTNING BOLT STASH...

N) BUT, CREATOR, IS NOT BREAKING AND ENTERING WRONG?!

Action:

Timing:

EPISODE #

Production :

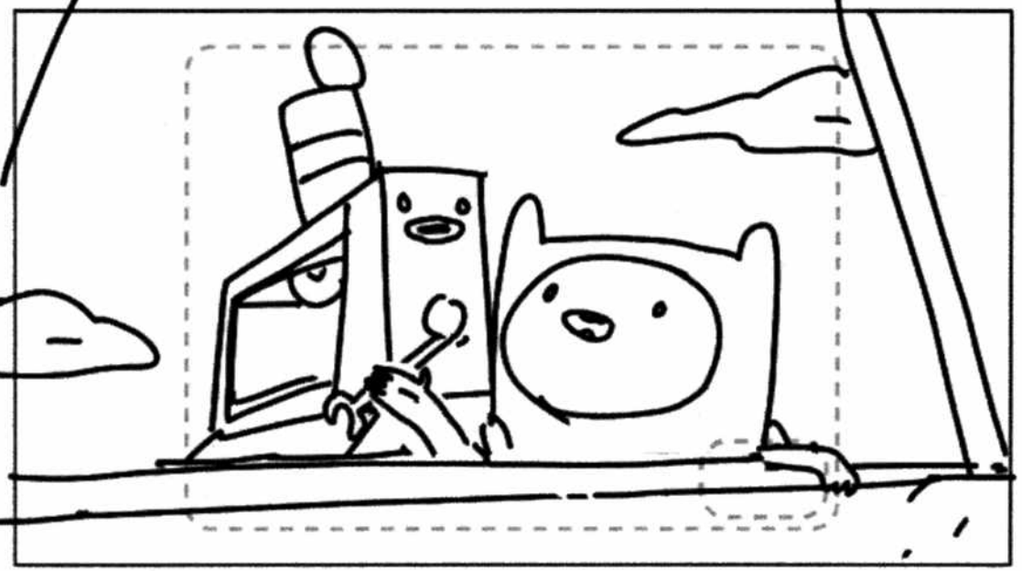
13

© 2010 This material is the property of The Cartoon Network, Inc. It is unpublished and may not be used in any manner, except by production employees, and may not be sold or exhibited.

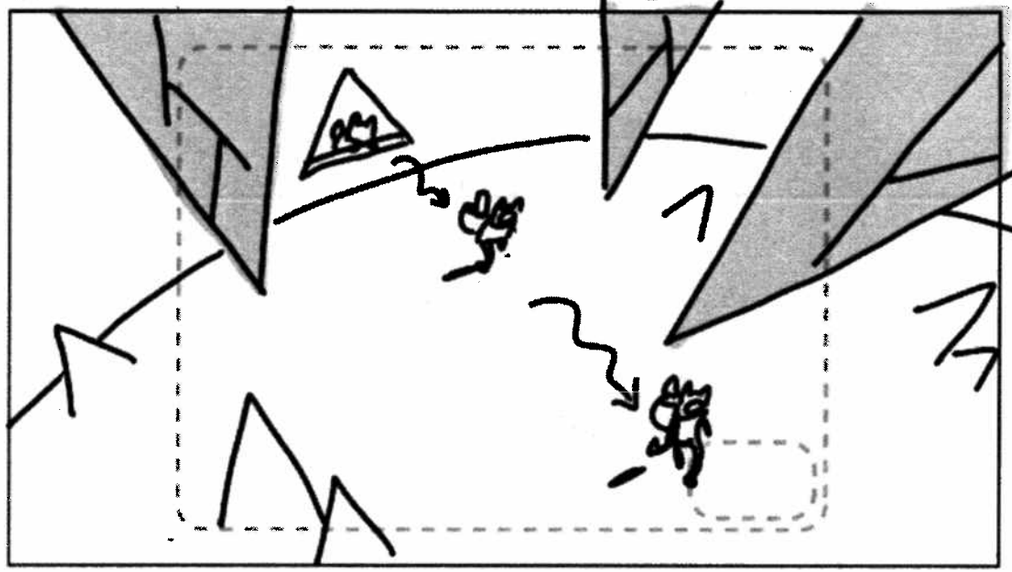
ADVENTURE TIME

Page 10°

Sc. Pnl. C Bg. day night



Sc. Pnl. A Bg. day night



EPISODE #

Dia:

F) NO, DUDE... WE'RE 'PRANKING' AND ENTERING... WHICH IS AWESOME

N) SNEAKING, WE'RE SNEAKING

Action:

Timing:

Production :

14

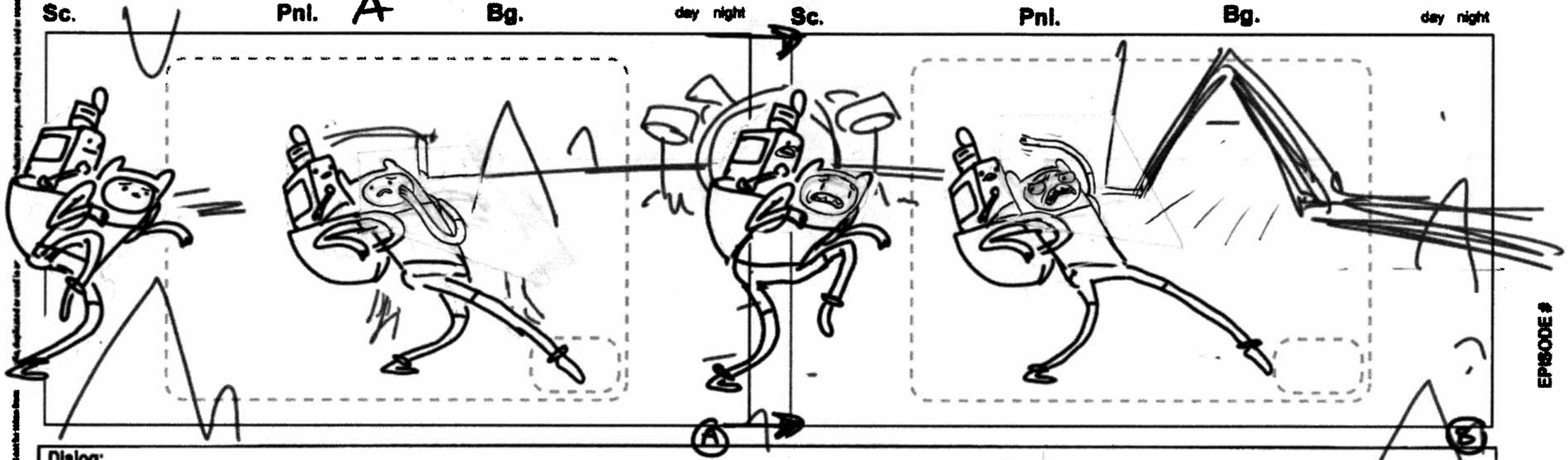
© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

ADVENTURE TIME

Page 101

Sc. Pnl. A Bg. day night

Sc. Pnl. Bg. day night



EPISODE #

Dialog:

N) SNEAKING ... SNEAKING ... SNEAKING ...

F) SHUSH, NEPTR!

SFX: [LIGHT CLICKING ON IN DOORWAY]

E NEPTR, YOU'RE GONNA GET US CAUGHT!

Action:

Timing:

Production :

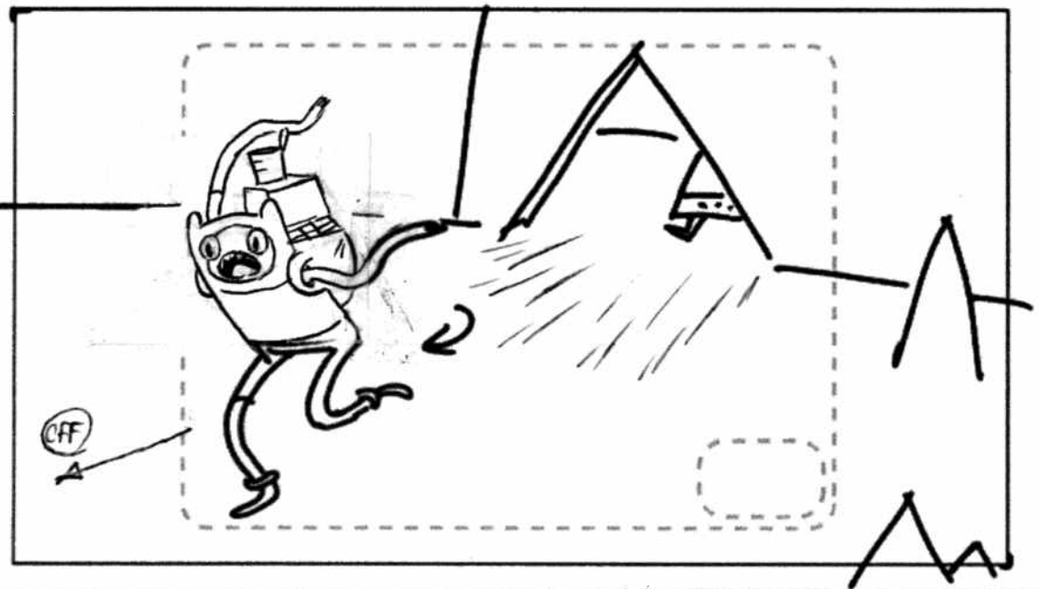
15

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from

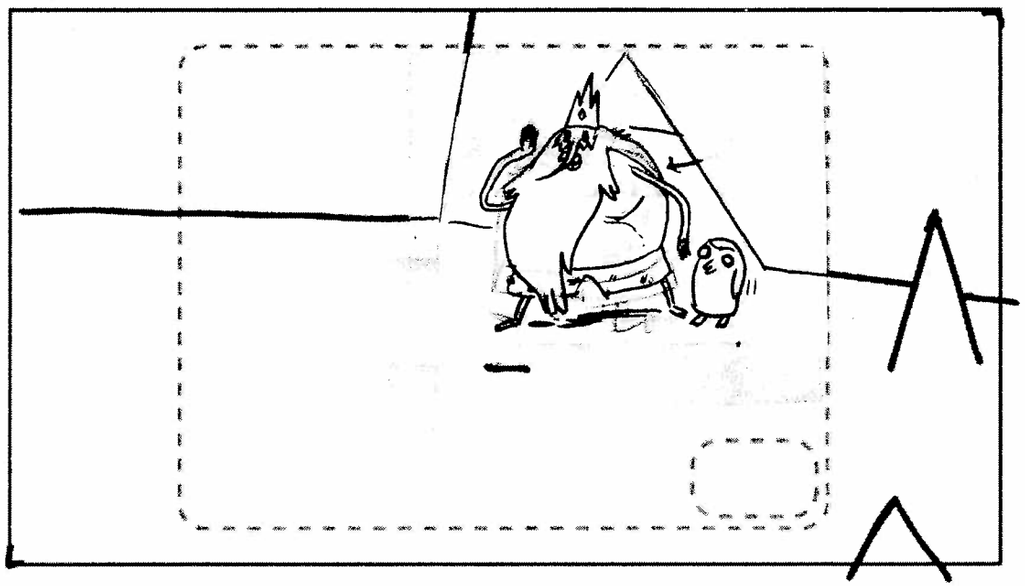
ADVENTURE TIME

Page 102

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

E: ACH MENSCH!

N: SNEAKING!!

SFX: [FOOTSEPS APPROACHING]

IK: IS THAT YOU, HONEY?

Action:

Timing:

EPISODE #

Production : 16

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or rented.



IK: HOW WAS YOUR DAY AT WORK..



K: TERRIBLE! HOW COULD I POSSIBLY STAND TO BE APART FROM YOU, THE ICE KING?

Action

Things



IK: HEH, Y'SEE, GUNTER...

S/A

IK: THAT'S HOW IT WOULD GO IF I ACTUALLY HAD A WIFE...

Action

Timing

S/A



PENGUIN: WENKWENK.

S/A



IK: WHAT!? I DON'T KNOW.. SHE'D WORK IN A.. BAKERY OR SOMETHING...

Action

Thinking

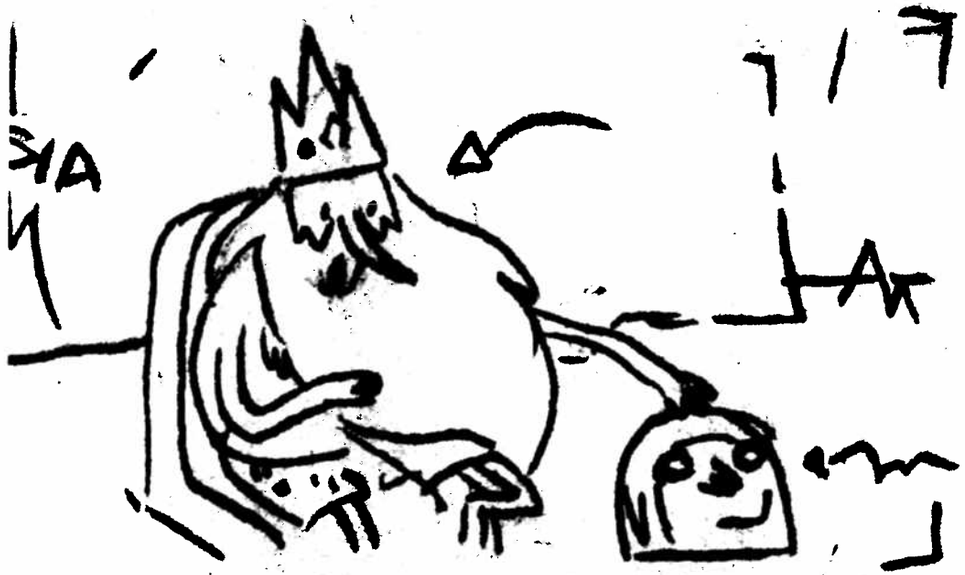




IK: AND SHE'D BRING ME ALL THE EXPIRED PASTRIES I'D EVER WANT!

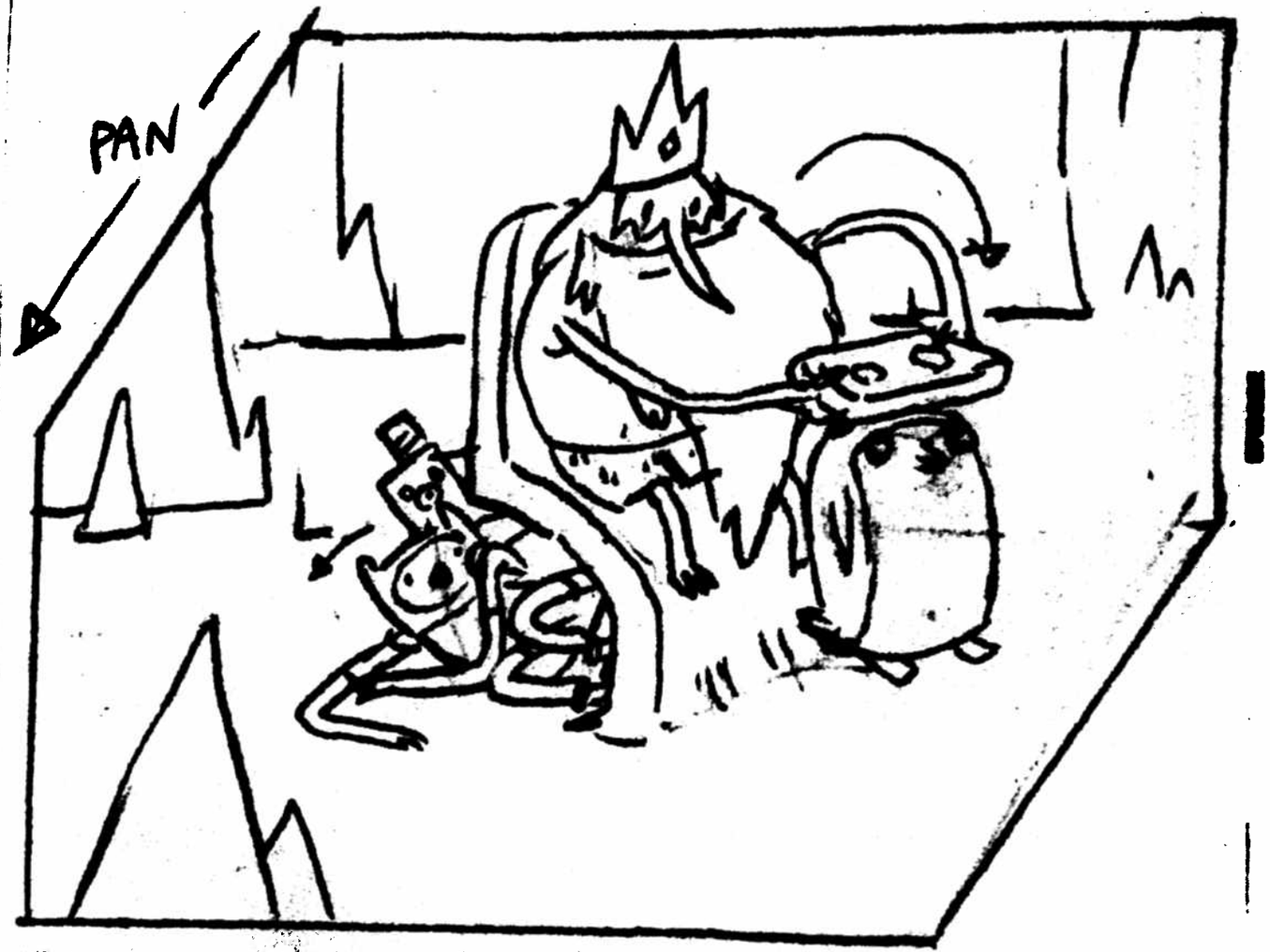
Actions

Timings



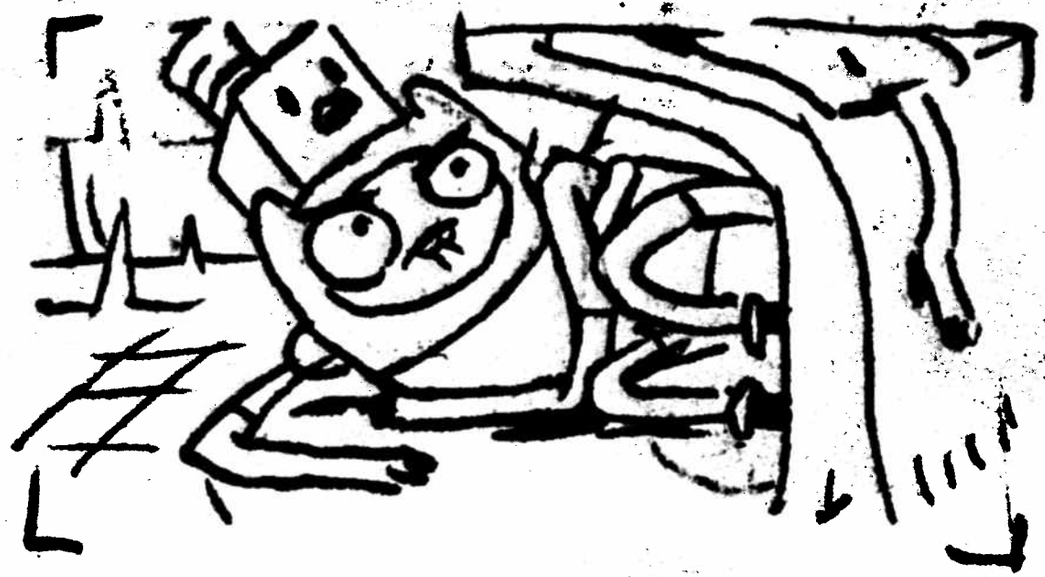
IK: GAME TIME!

PAN



Action

Things



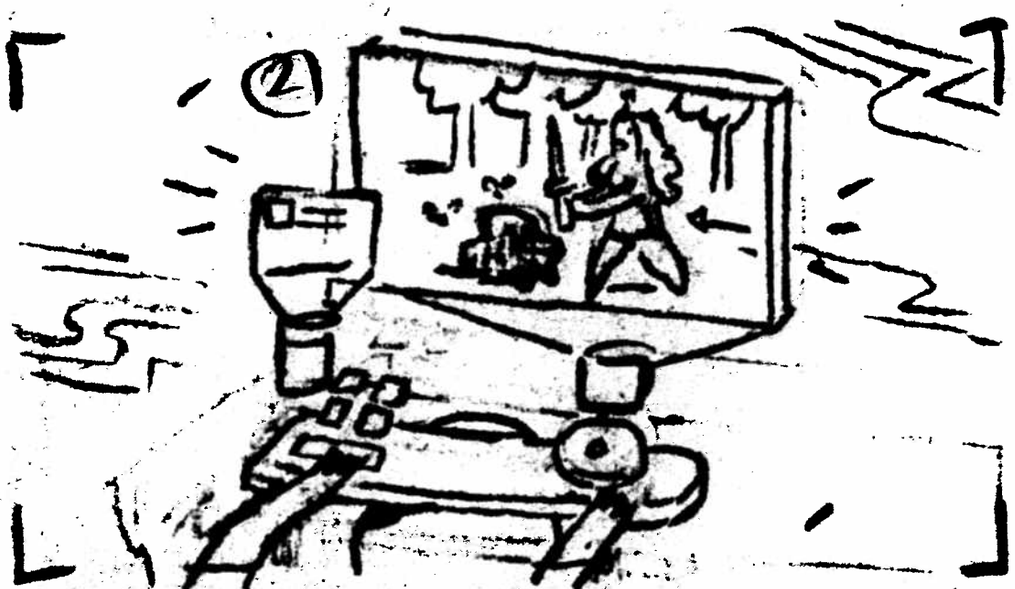


SFX: STARTUP MUSIC

FX: WOOP

Action

Timing



IK: KILL THE FROG!
KILL IT!!



IK: HE'S RIGHT IN FRONT OF YOU.
SFX: CLICKCLICKCLICKCLICK





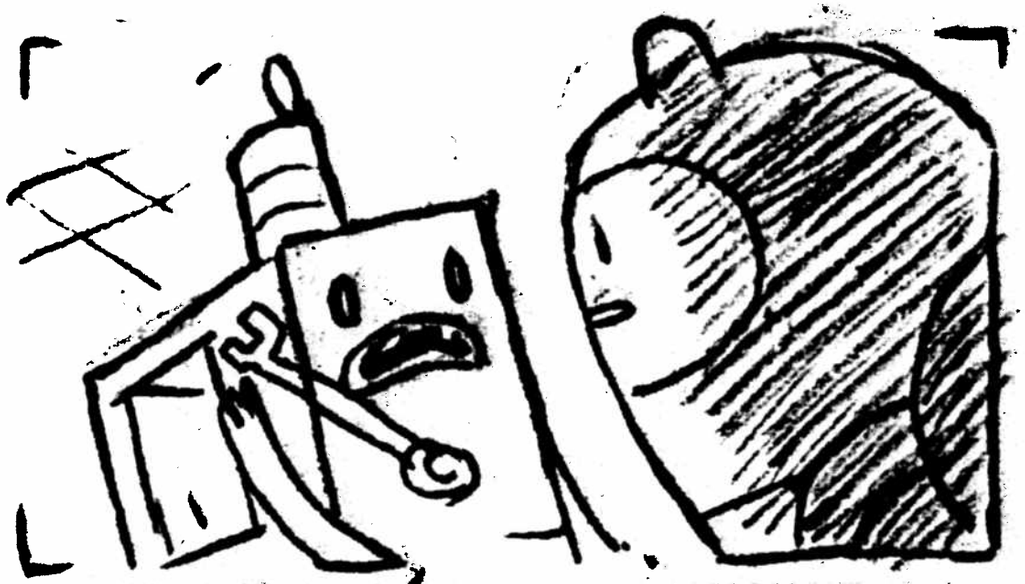
CLICK CLICK CLICK
SFX: SWISH! SWISH! SWISH!



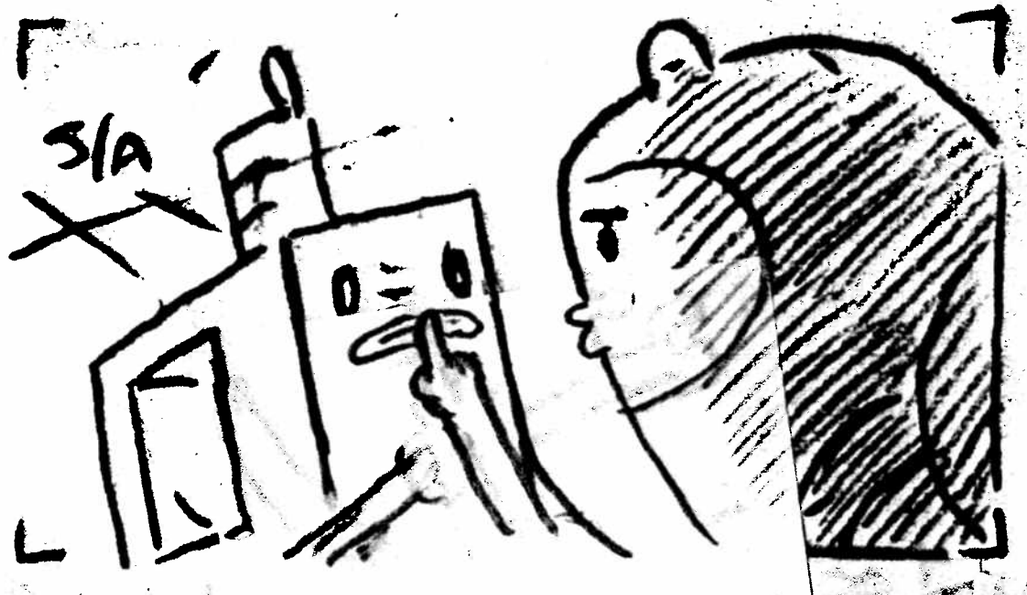
IK: [GRUMBLING]
CLICK CLICK CLICK!

Notes

Timing



M: CREATOR.. If we get caught.. I want you to know that I always loved you.



F: Shhh.. you allready told me that.

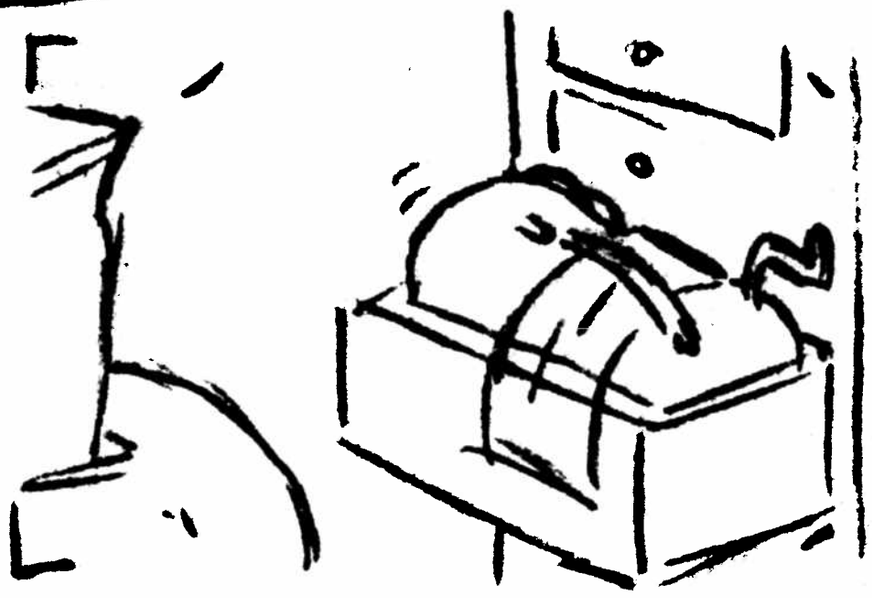


F: and we're not getting caught, we're gonna get you working so we can PRANK JAKE!



E: I HE COULD WAKE UP FROM HIS NAP... AT ANY SECOND!!

CUT TO



J: *SNRK!* BARK!

Action

Timing

S/A



S/A

ZZZZ

J: OH, I MIGHT WAKE UP!
ZZZ

S/A

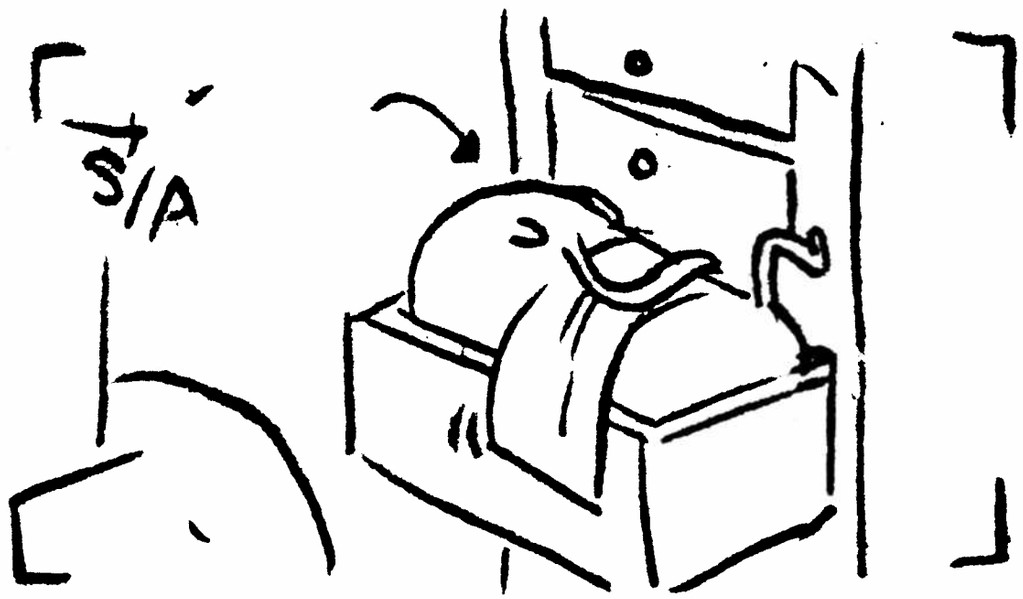


S/A

J: WAKE UP AT ANY MOMENT!!

Audio

Timing



J: NAH, I'M STILL ASLEEP. zzz

CUT TO





IA oh no.. the frog is casting Magic missile on my babe!

Action

Thinks

NT



IK: Nooo!



FX: Quickly, while he's distracted!

Actions

Things



Ik:

PAN

SFX: CLICKING

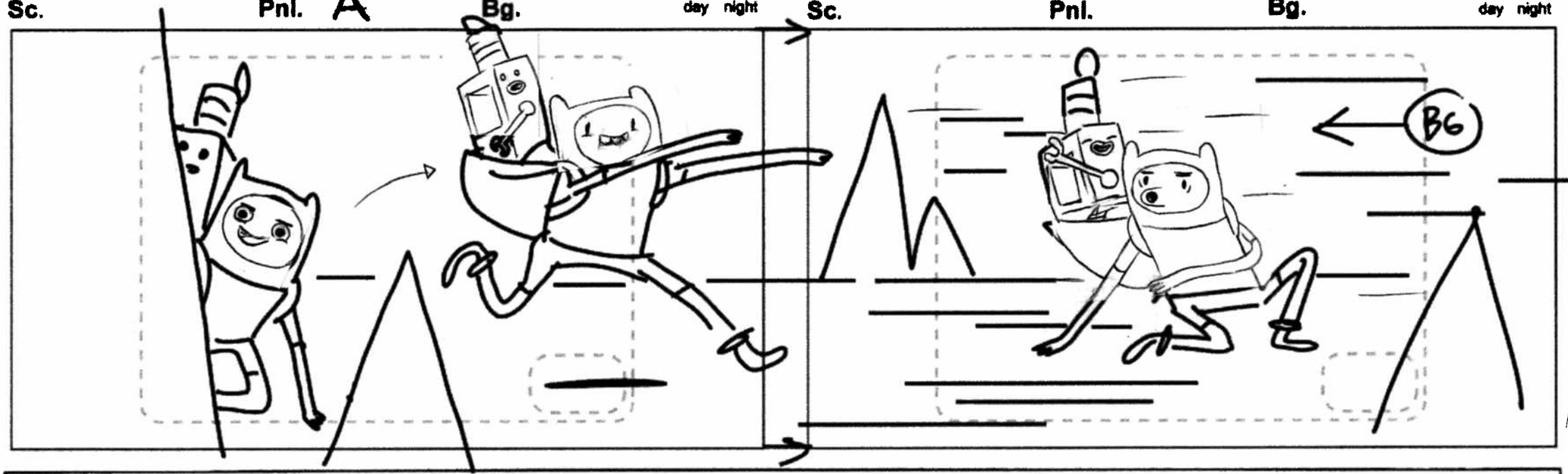
Action

Dialog

ADVENTURE TIME

Page 118

Sc. Pnl. A Bg. day night Sc. Pnl. Bg. day night



EPISODE #

Dialog:

F: ♪ SNEAKY MUSIC HUMMING!

(shhhh)

Action:

Timing:

Production :

26

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be seen from this media, duplicated or used in any manner, except for production purposes, and may not be sold or rented.

MIRROR?



IK: [STRUGGLING] → P: BUN?

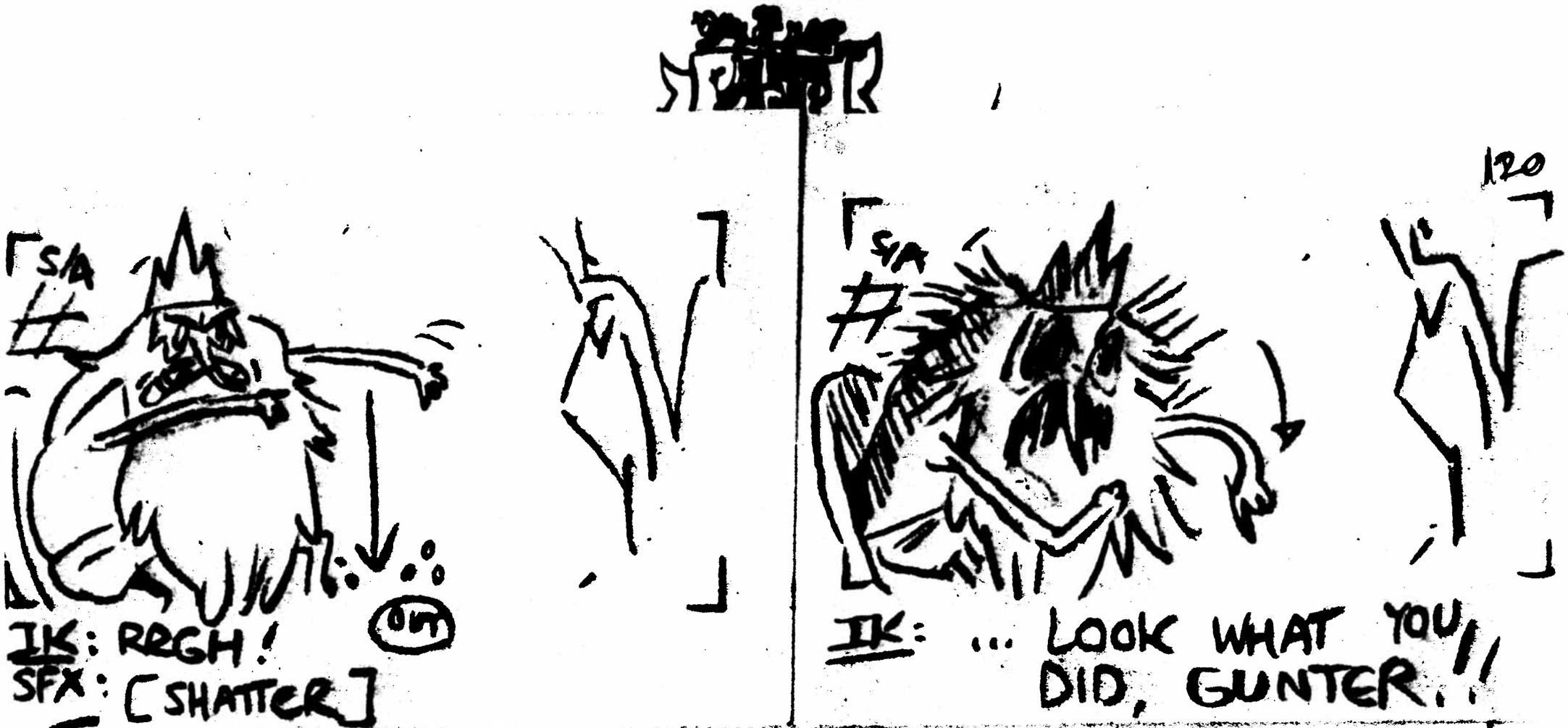
S/A



IK: BAH, THIS GAME CHEATS, ANYWAY ..

Action

Timing



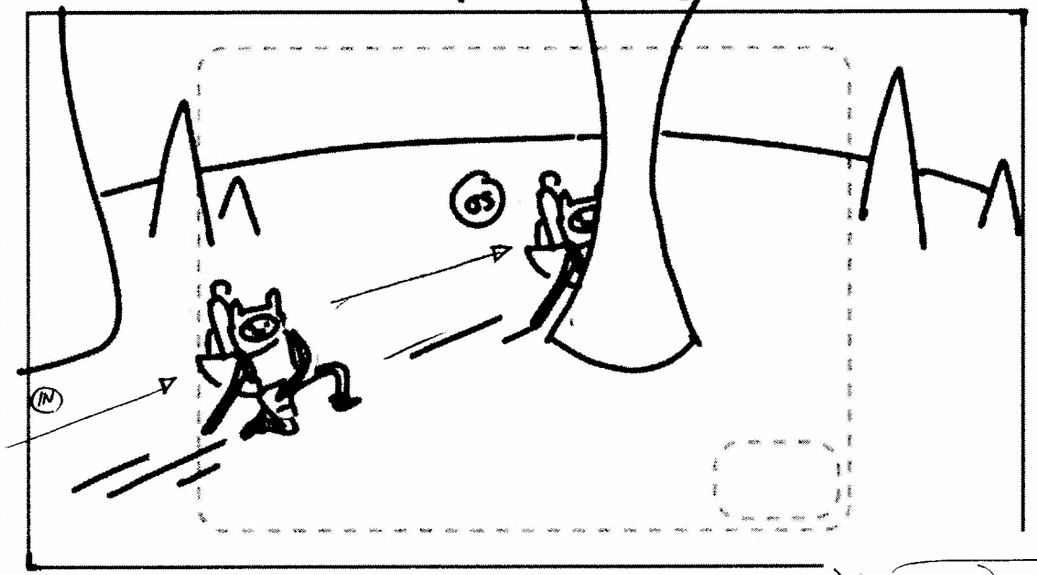
Action

Timing

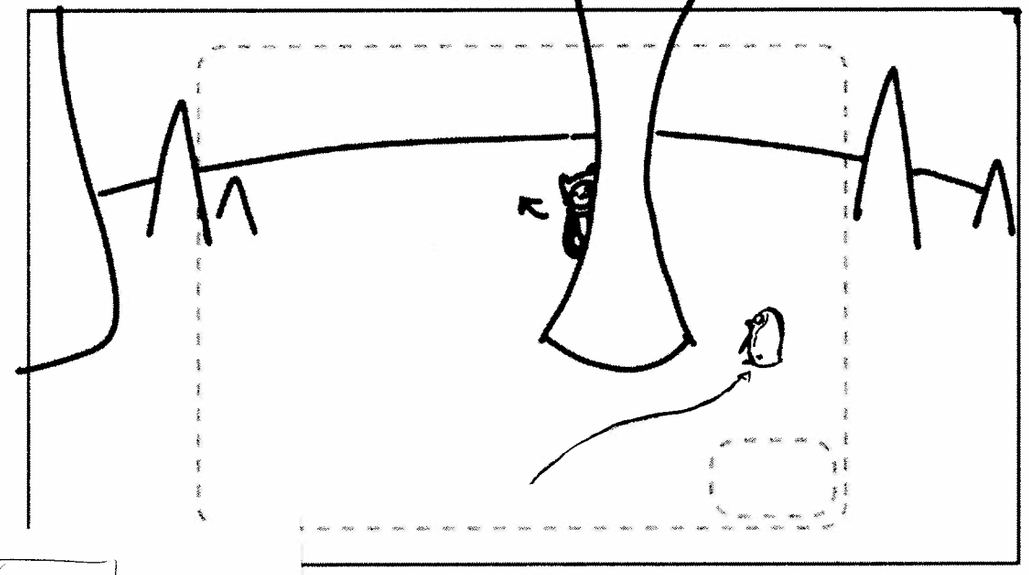
ADVENTURE TIME

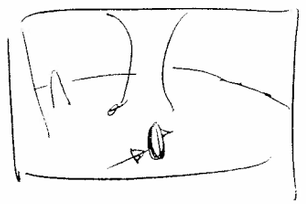
Page 121

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night





Dialog:

SFX: FShhhh

Action:

Timing:

EPISODE #

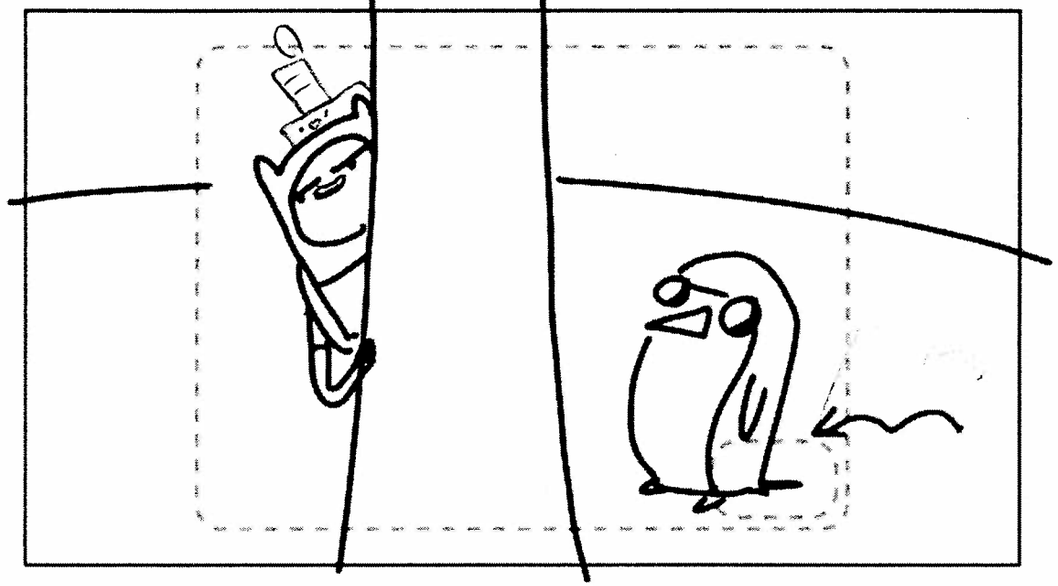
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be either from this media, duplicated or used in any manner, except for production purposes, and may not be sold or marketed.

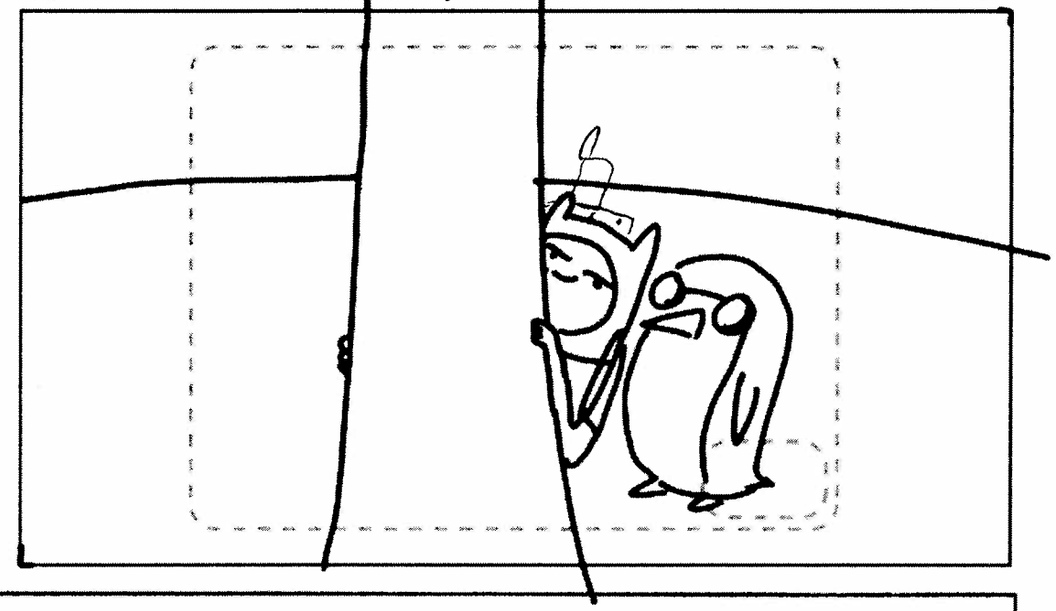
ADVENTURE TIME

Page 122

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

(F:) were home free, Neptr!

(N:) Goody!

Action:

Timing:

EPISODE #

Production :

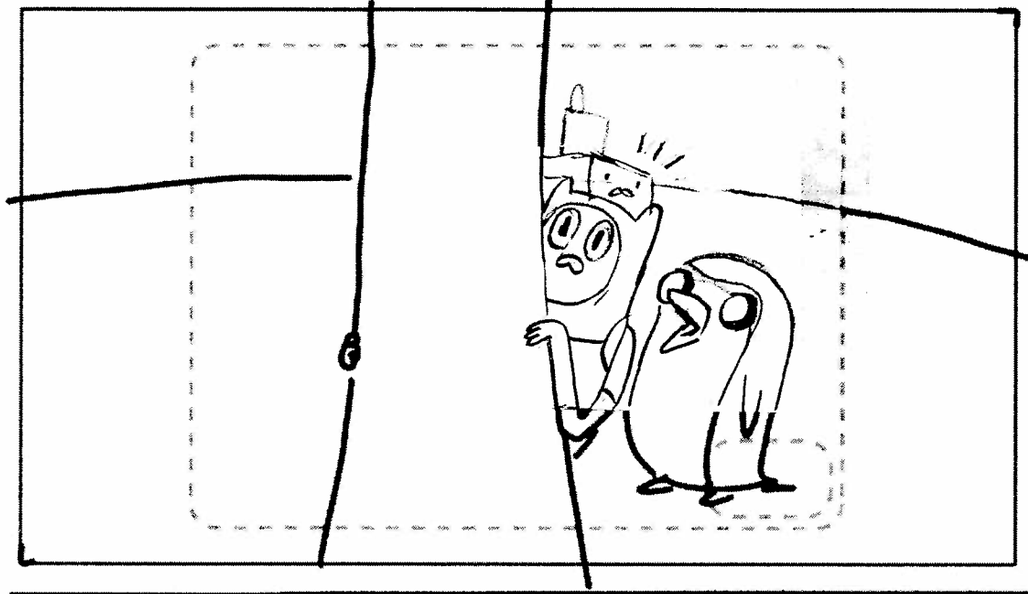
28

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and cannot have the names from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

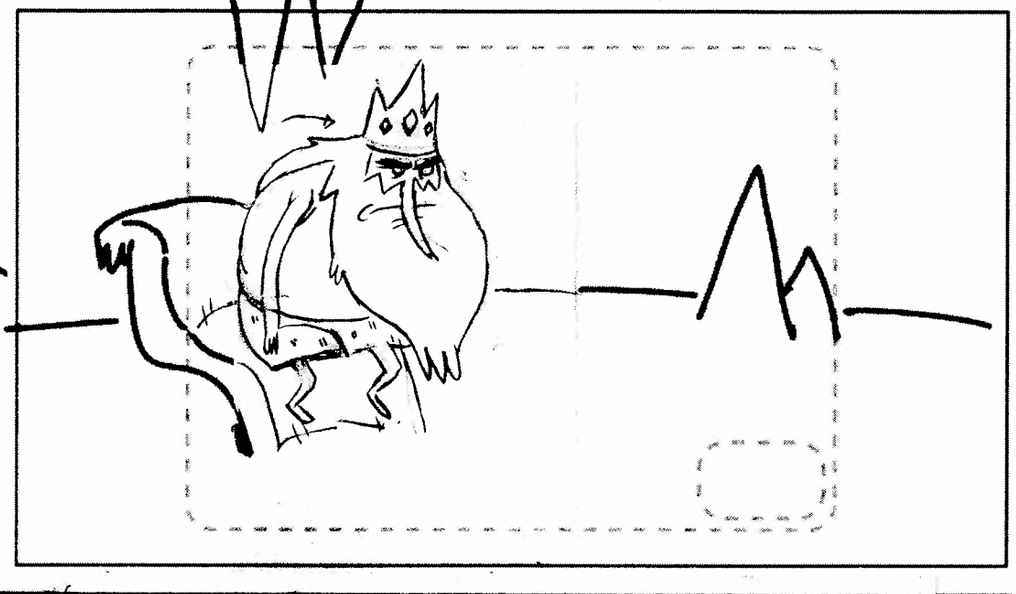
ADVENTURE TIME

Page 123

Sc. Pnl. C Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

PENGUIN: HWANK!!

IK: HMM?

PENGUIN: (O/S) HWANK. HWANK!

Action:

Timing:

EPISODE #

Production :

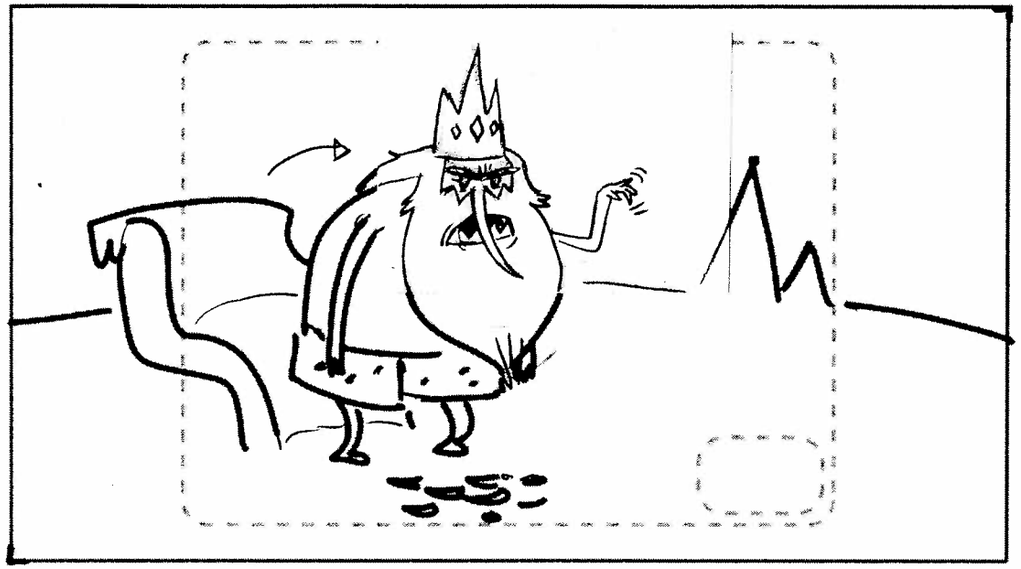
29

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

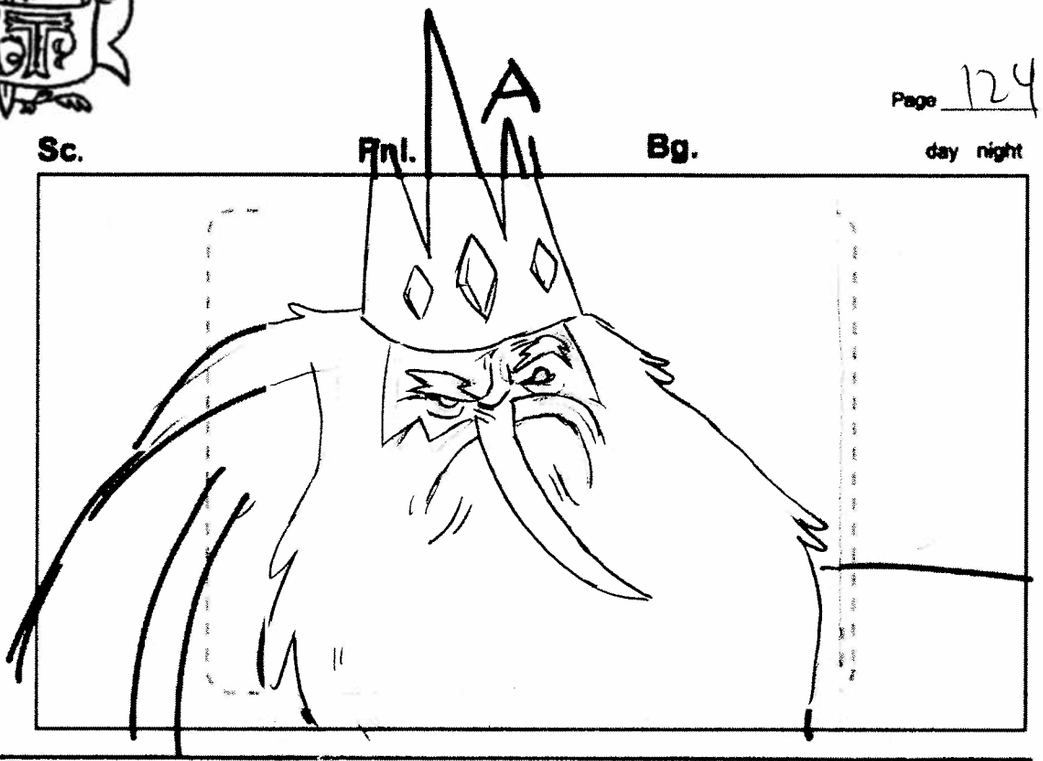
ADVENTURE TIME

Page 124

Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog: IK: STOP THAT, GUNTER STOP BEING ... OVER THERE.

Action:

Timing:

EPISODE #

Production :

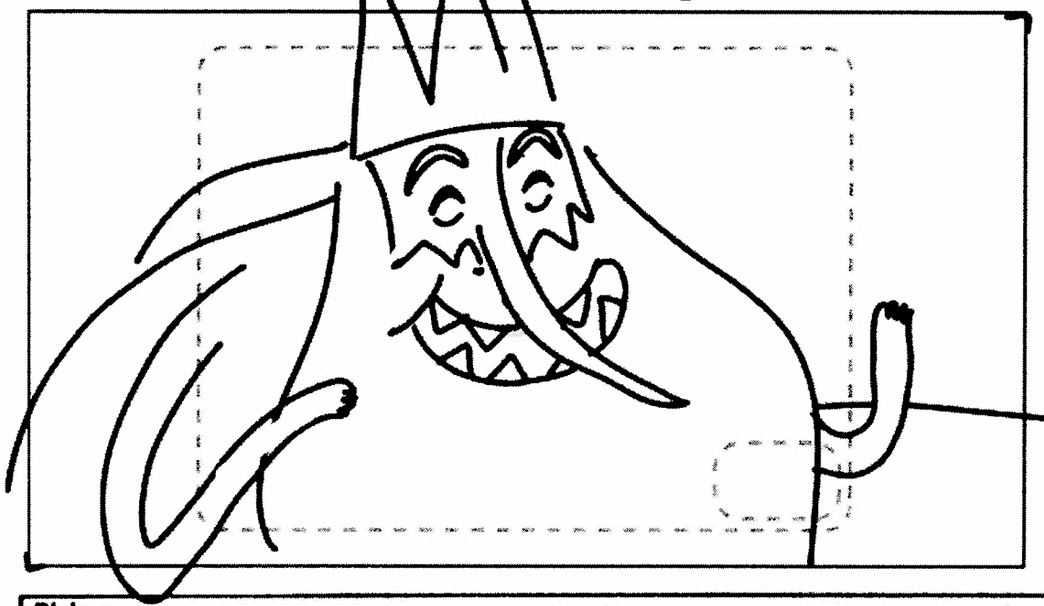
30

© 2009 This material is the Property of Otter Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

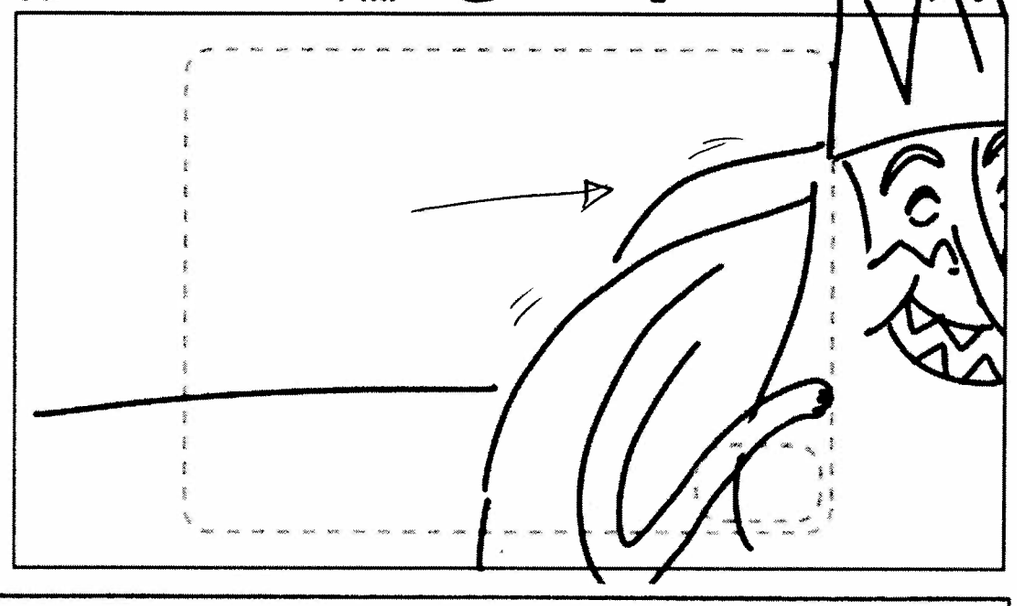
ADVENTURE TIME

Page 125

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

IK: (SINGSONG) YOU'RE STARTING TO INFURRIATE ME...

(OR)

YOU'RE STARTING TO PROVOKE MY WRAAAATH!

Action:

→ (OS)

Timing:

EPISODE #

Production :

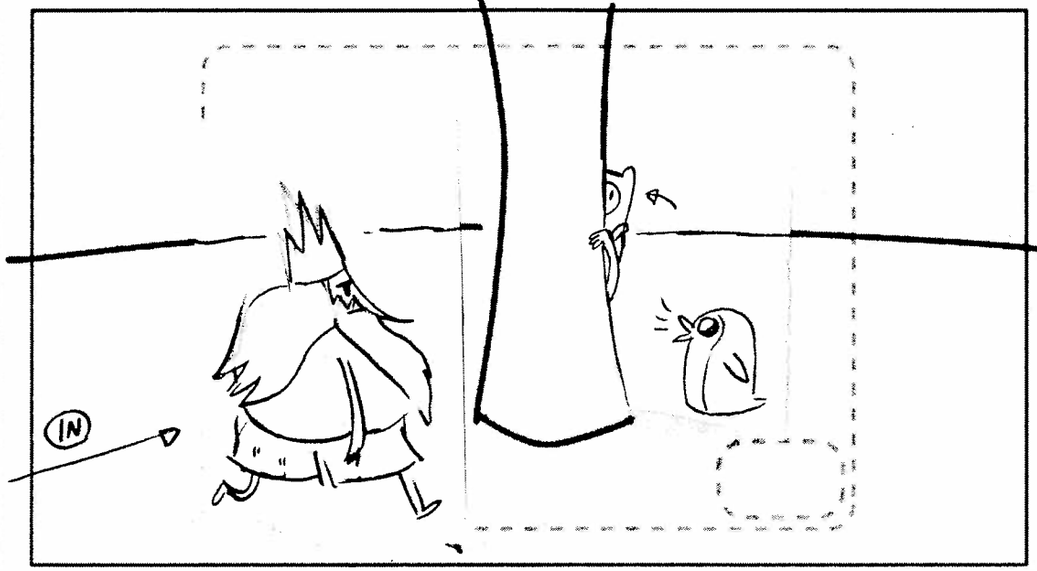
31

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

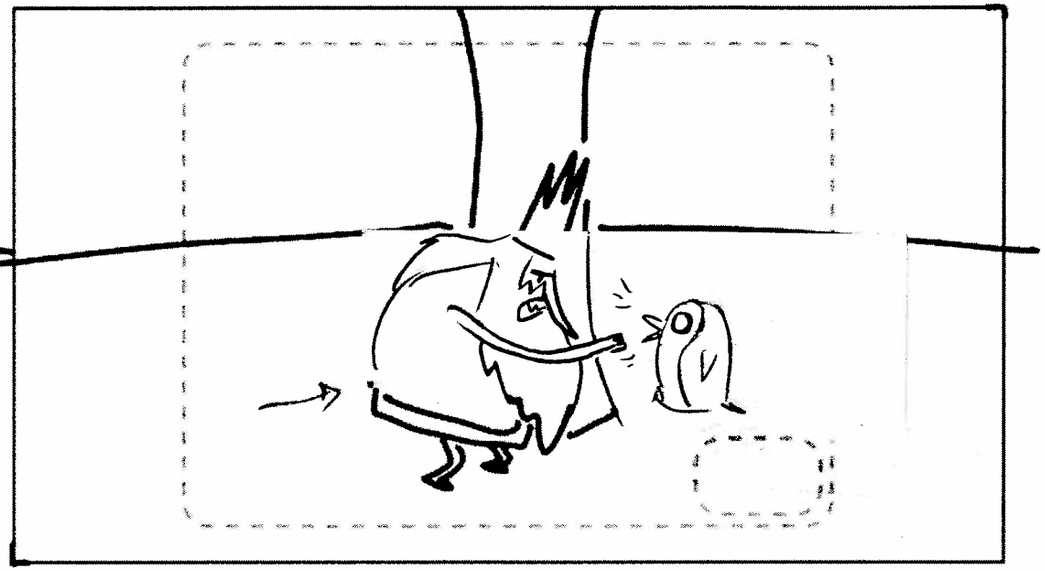
ADVENTURE TIME

Page 126

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

IK) WHAT ARE YOU ON ABOUT.'

Action:

Timing:

EPISODE #

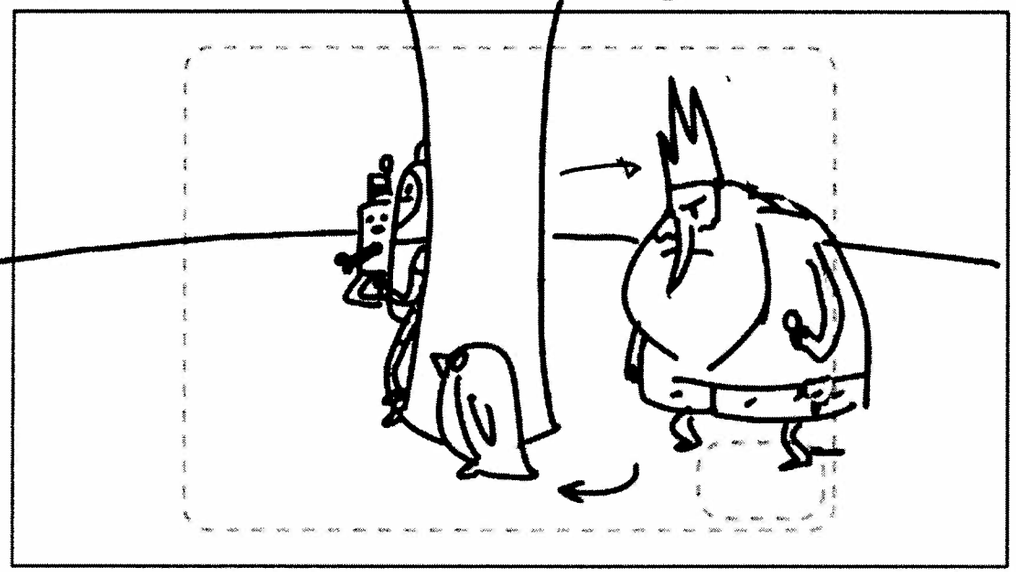
Production :

32

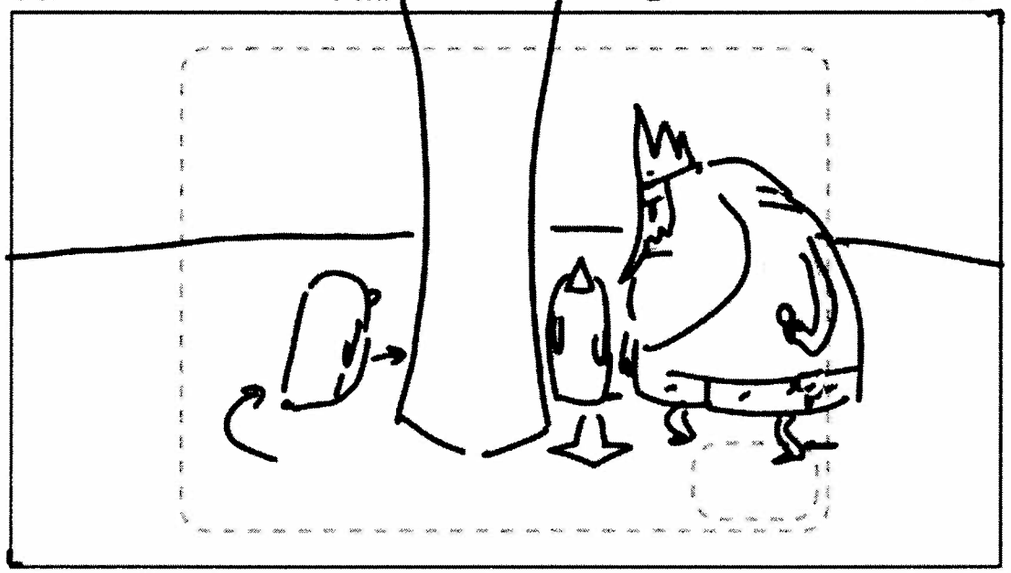
© 2009 This material is the Property of Film Caravan Network, Inc. It is unpublished and must not be reproduced from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Sc. Pnl. I Bg. day night



Sc. Pnl. J Bg. day night



Dialog:

Action:

Timing:

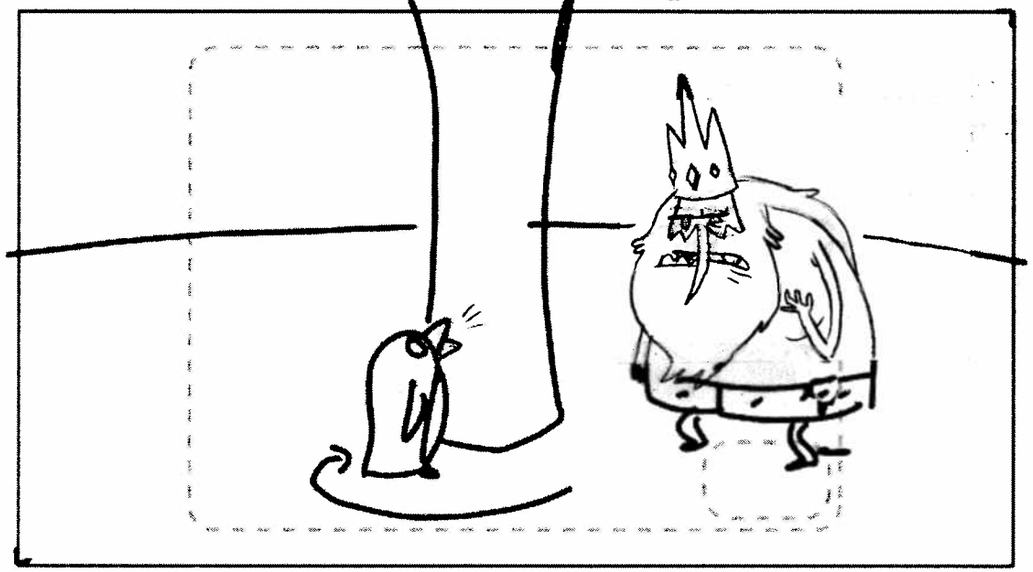
EPISODE #

Production :

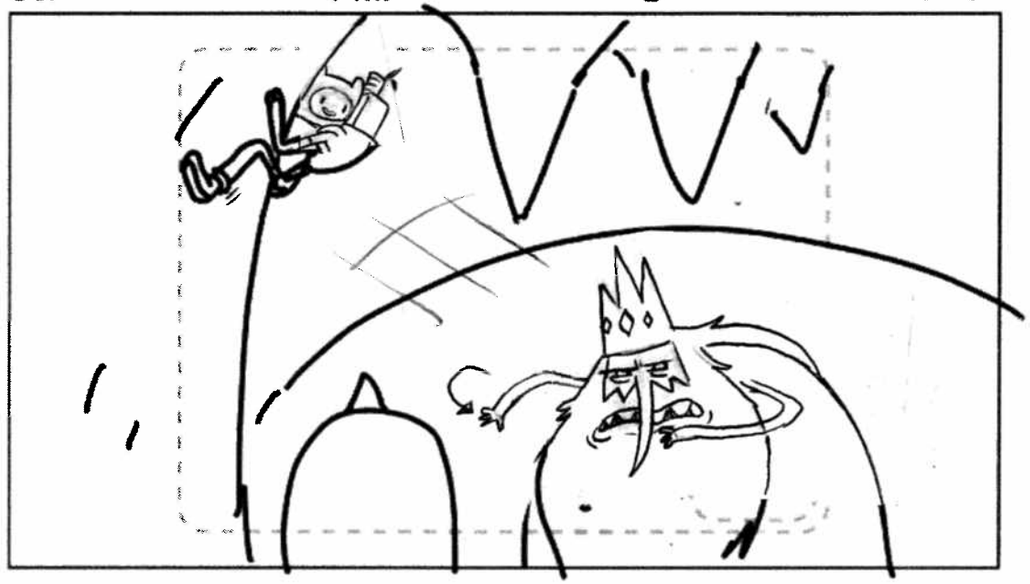
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner other than production purposes, and may not be sold or auctioned.

· ADVENTURE TIME

Sc. Pnl. K Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

PENGUIN: HONK!

IK: IT'S ALMOST LIKE YOU'RE TRYING TO ALERT ME..
WARN ME ABOUT, I DON'T KNOW, AN INTRUDER OR SOMETHING... AN ENEMY -

IK: PERHAPS HE'S LURKING IN THIS VERY ROOM ...
JUST OUTSIDE MY FIELD OF VISION!

Action:

Timing:

EPISODE #

Production :

37

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

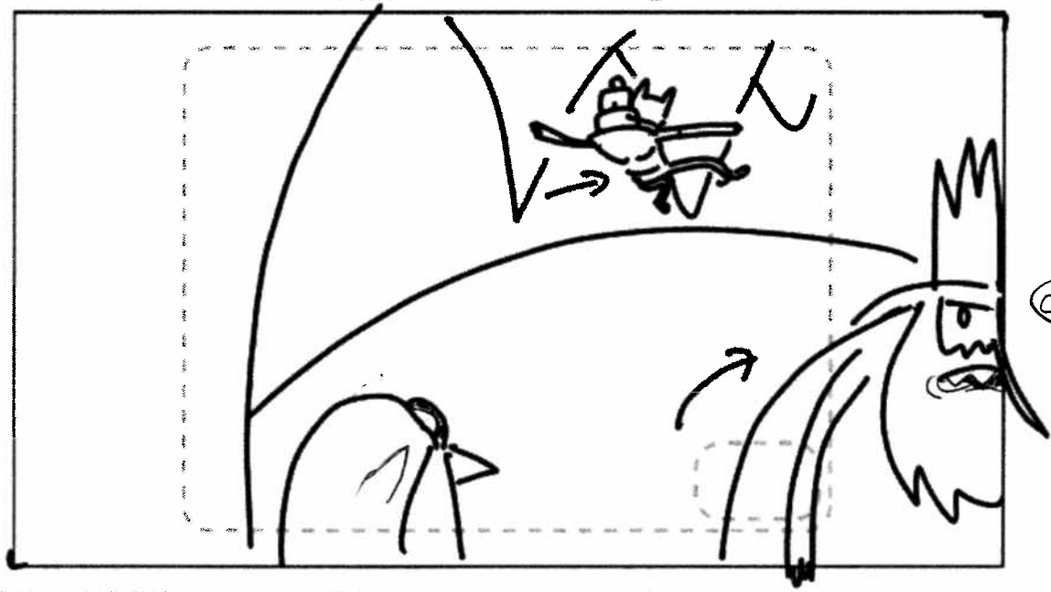
ADVENTURE TIME

Page 129

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



OUT

EPISODE #

Dialog: Penguin - HONK! HONK!

IK: WELL, KNOCK IT OFF!

Action:

Timing:

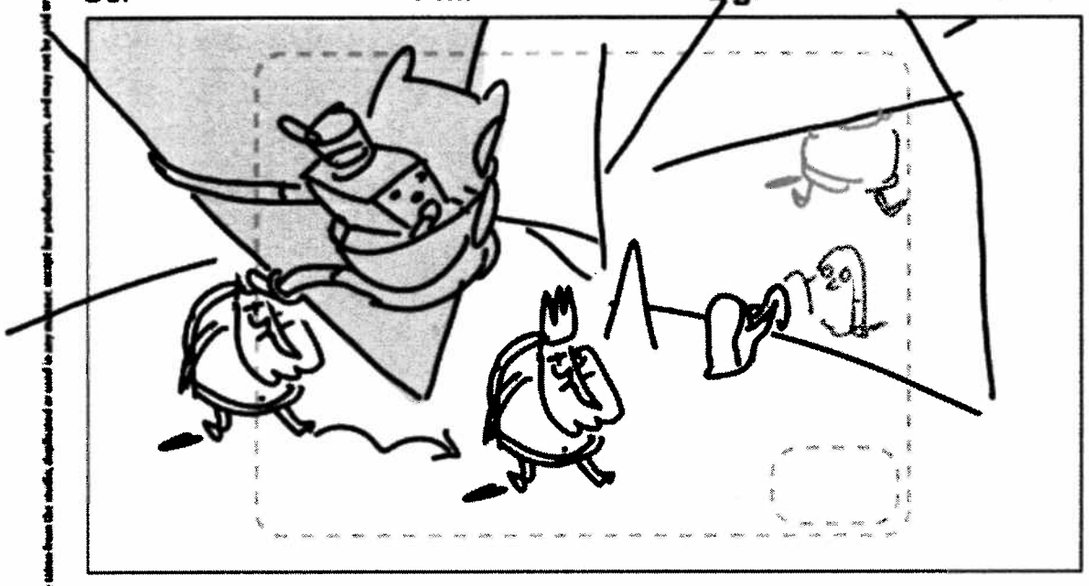
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be reproduced from the studio, duplicated or used in any manner except for production purposes, and may not be sold or auctioned.

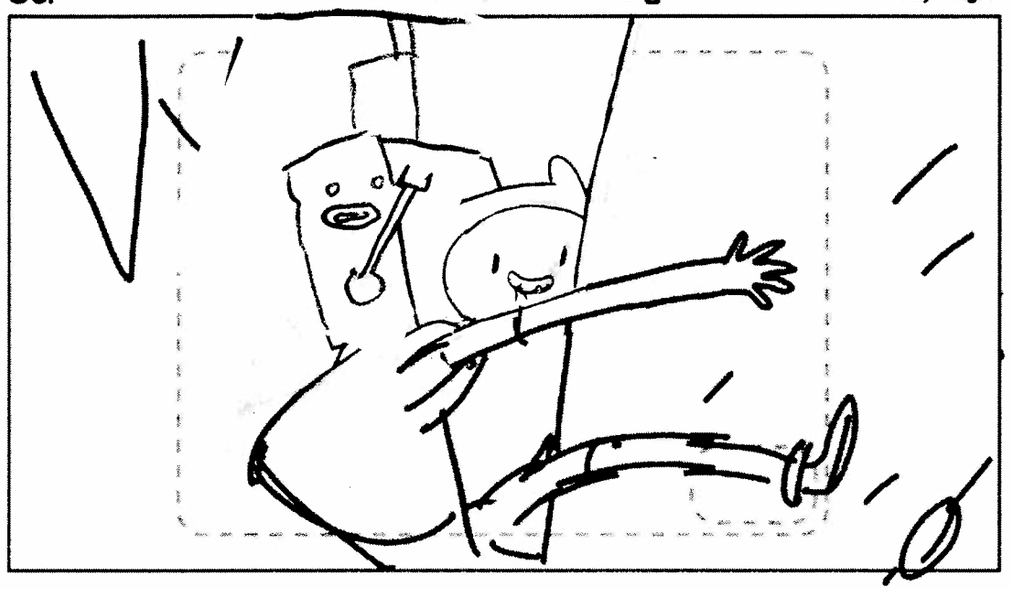
ADVENTURE TIME

Page 30

Sc. Pnl. A Bg. day night



Sc. A Bg. day night



Dialog:

(N:) What do we do, creator?!

(F) heh heh...

Action

Timing:

EPISODE #

Production :

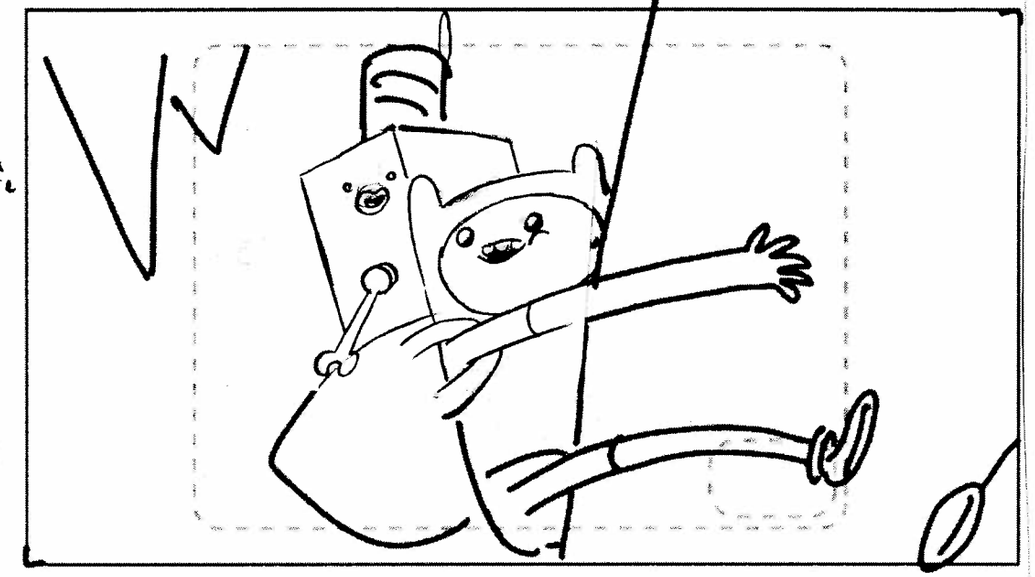
39

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, distributed or used in any manner except for production purposes, and may not be sold or transferred.

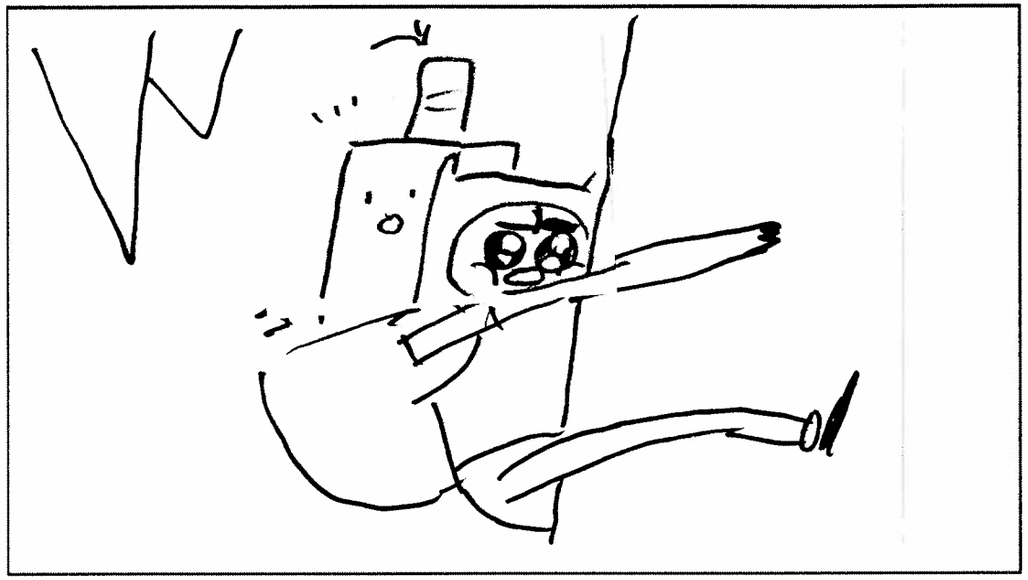
ADVENTURE TIME

Page 131

Sc. Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) were gonna prankhim Nppttr..

~~HARD~~

(F:) HARD CORE.

Action:

Timing:

EPISODE #

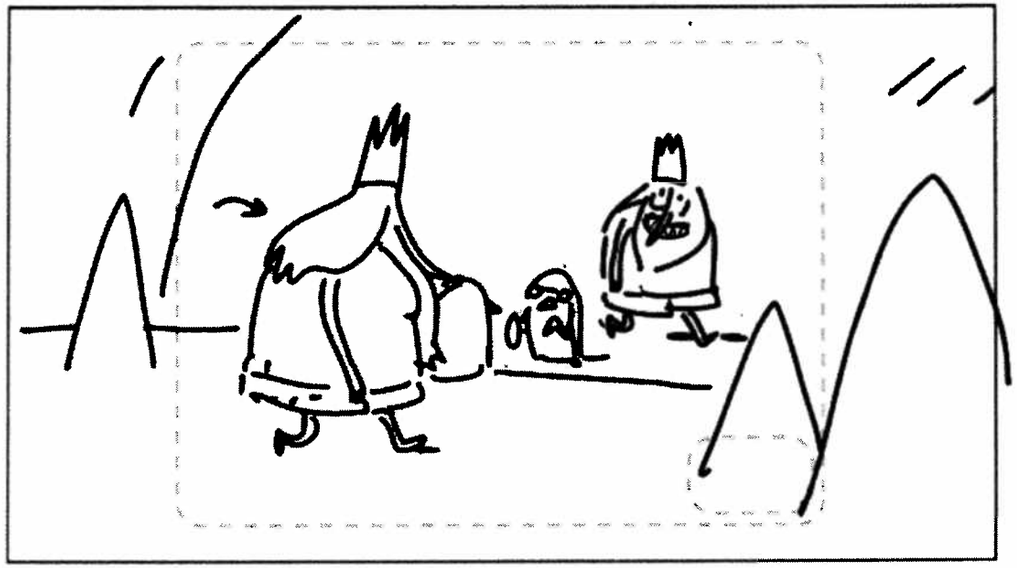
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

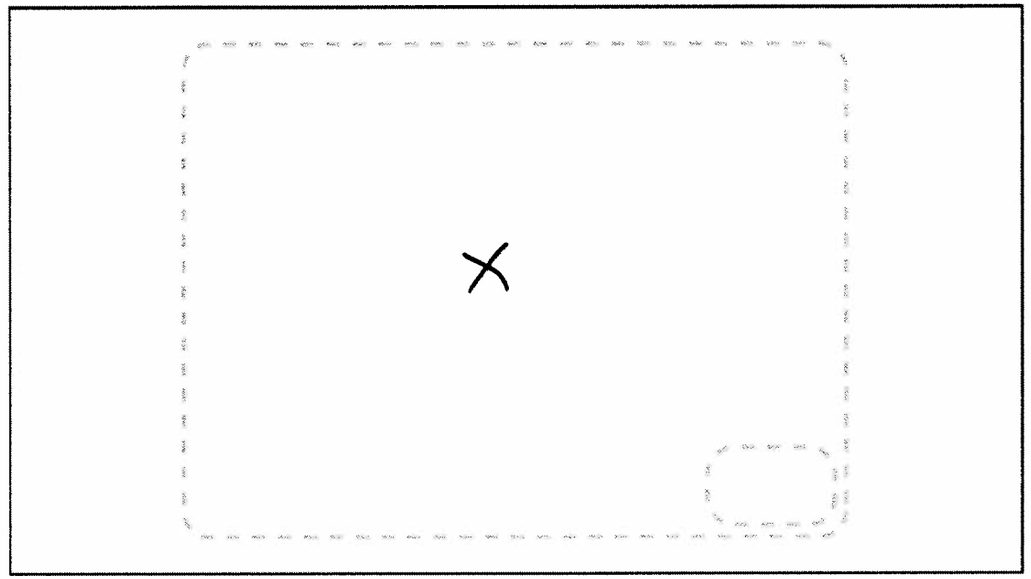
ADVENTURE TIME

Page 132

Sc. Pnl. A Bg. day night



Sc. Pnl. Bg. day night



IK: mmm.. you're lookin kinda fat, Gunter

Action:

Timing:

EPISODE #

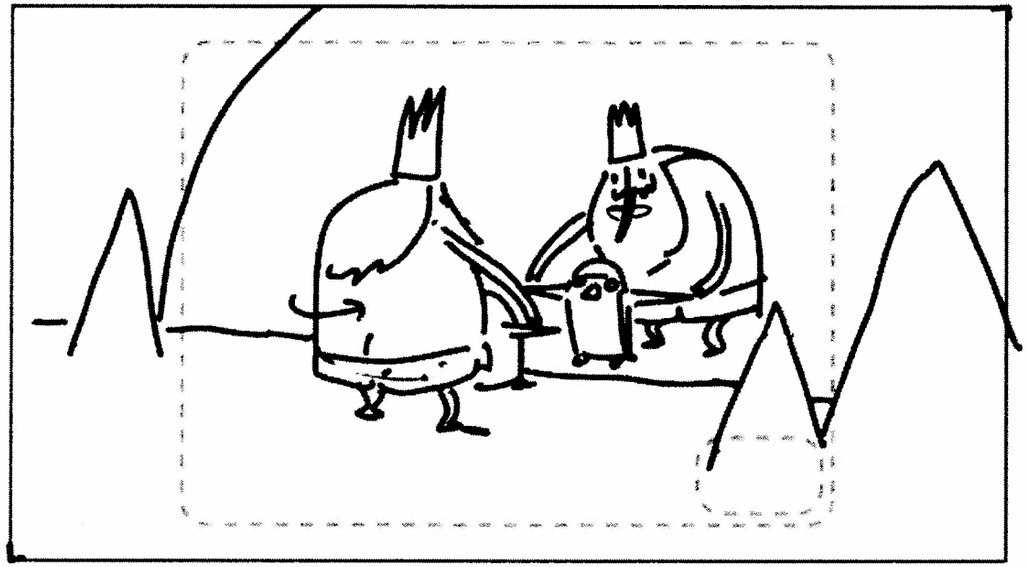
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

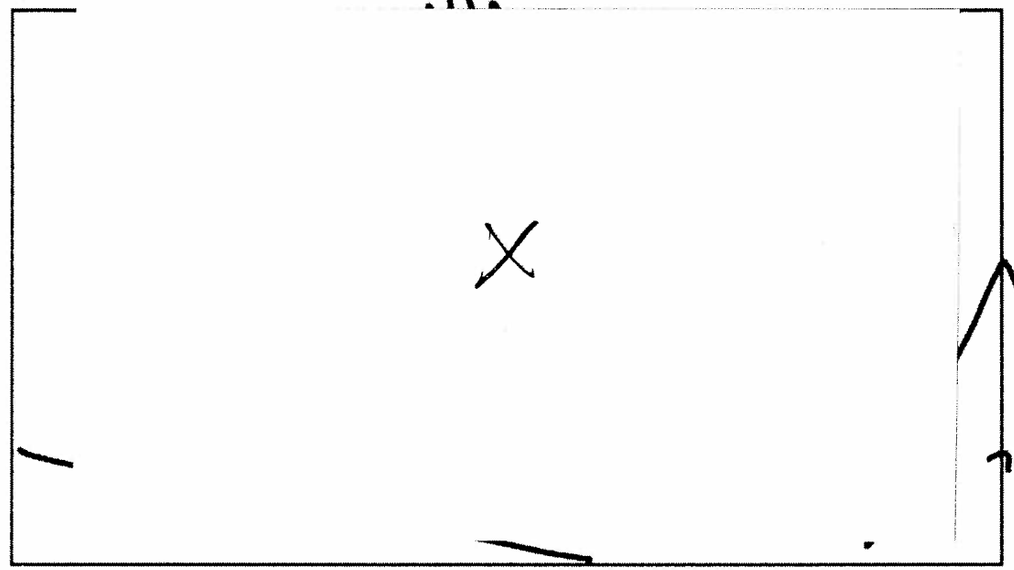
ADVENTURE TIME

Page 133

Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



EPISODE #

Dialog:

(FC) Look at these arms.. fat fat fat.



Action:

Timing:

S.

Production :

41

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or rendered.

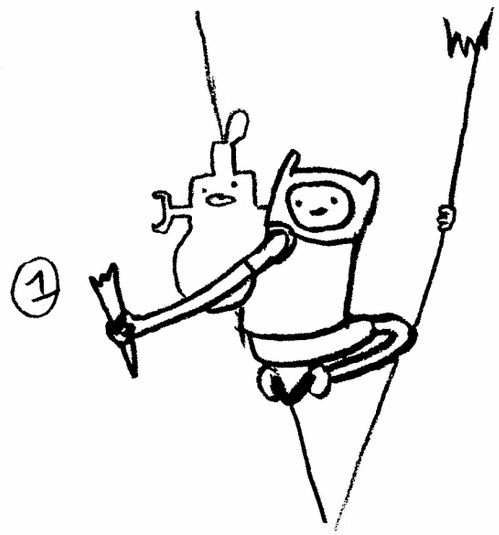
ADVENTURE TIME

Page 134

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialc

(F:

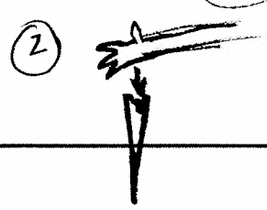
(

IK: (V.O) Daddies little fatty...

Actic

Timir

IK: You'll never get a prom date with all that chub on your face, y'know?



EPISODE #

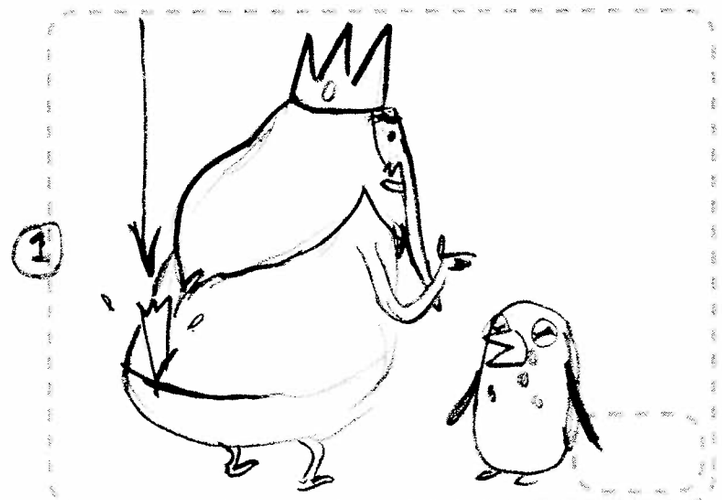
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

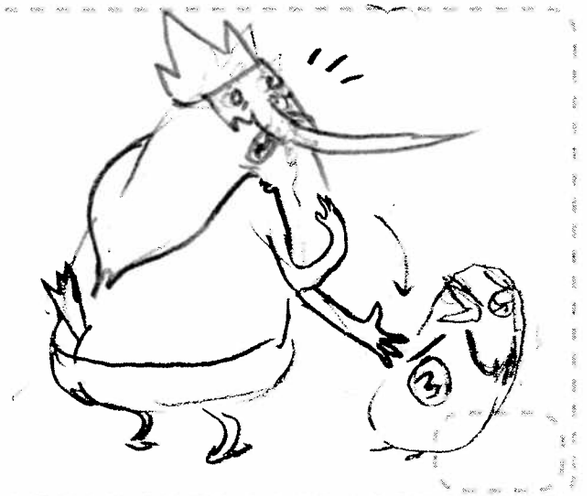
ADVENTURE TIME

Page 135

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: oh. don't cry about it, Hunter.
I'll go to prom with you*

Action:

Timing:



IK: ooh!!
IK: eh!

IK: Damn these melty ceilings.

Damn my life!!

4 HONK!

EPISODE #

Production :

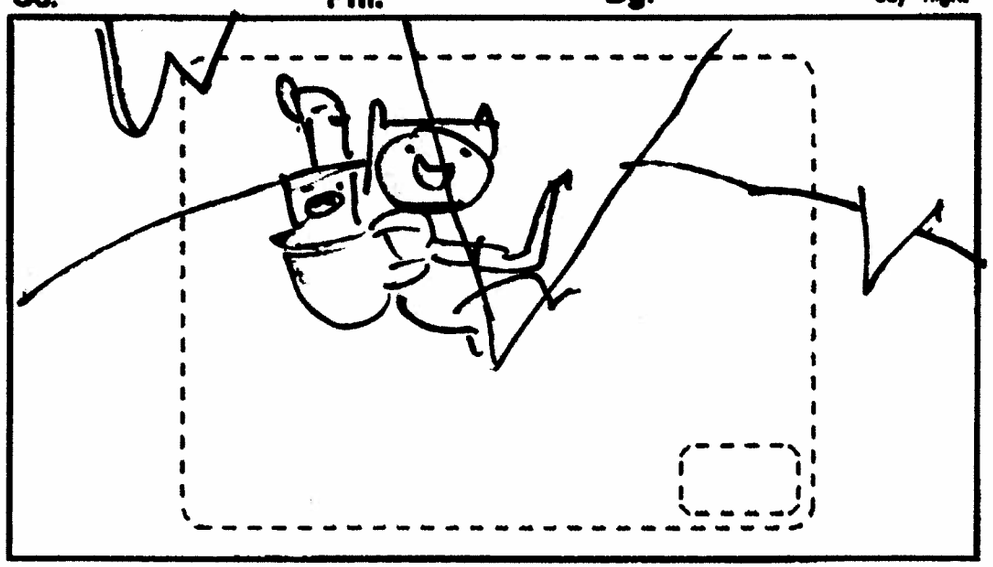
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Page 136

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



EPISODE

Dial

(E): Don't laugh at me! Help me get it out!

Acti

(G): HONK! HONK!

(N): CREATOR! You HAVE SHOWN ME THE JOY OF PRANKING! I cannot wait to throw pies infinately at Jake's face! FOREVER!

Timing:

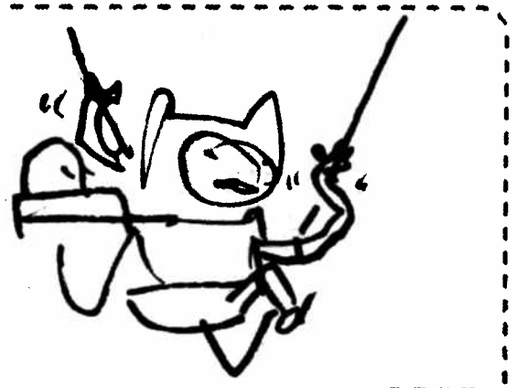
Production

Page 137

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



EPISODE #

Dialog:

F: I'm so PROUD of you Neptr.

F: ehh..

Action:

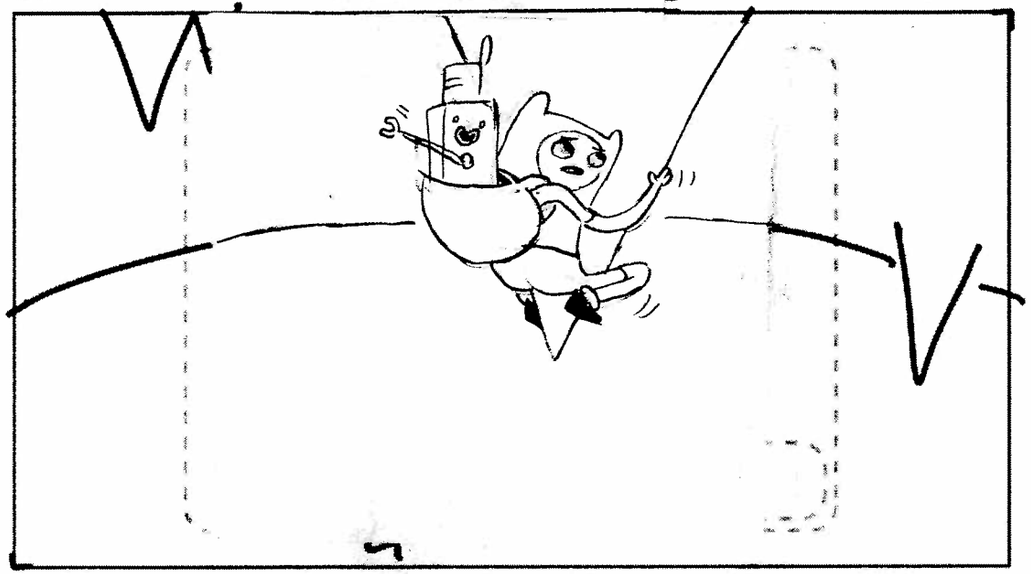
Timing:

Production :

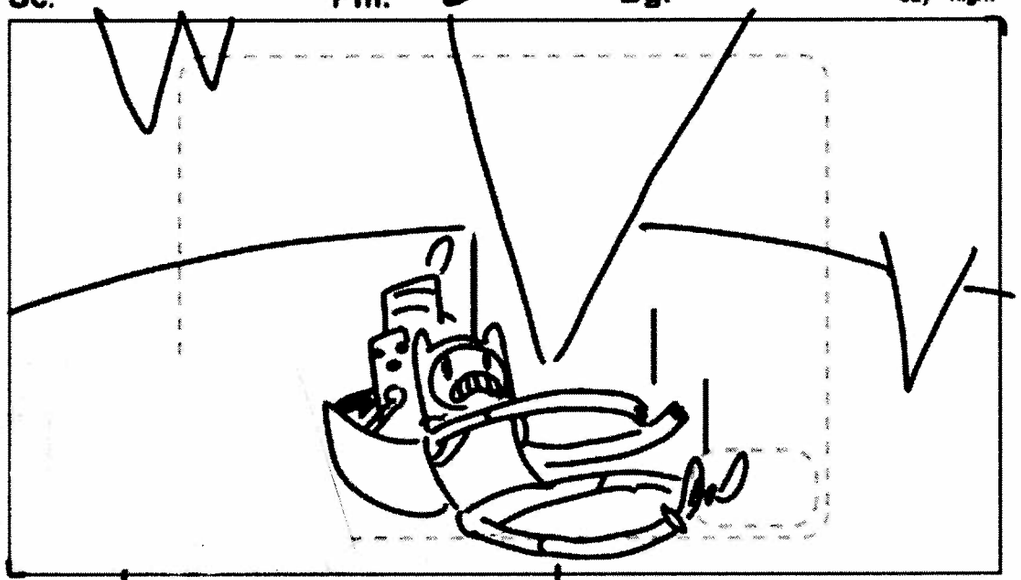
ADVENTURE TIME

Page 138

Sc. Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:

F: (F) "This ceiling really is melty.

(F) Woh!

OS

Action:

Timing:

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except by production personnel, and may not be sold or transferred.

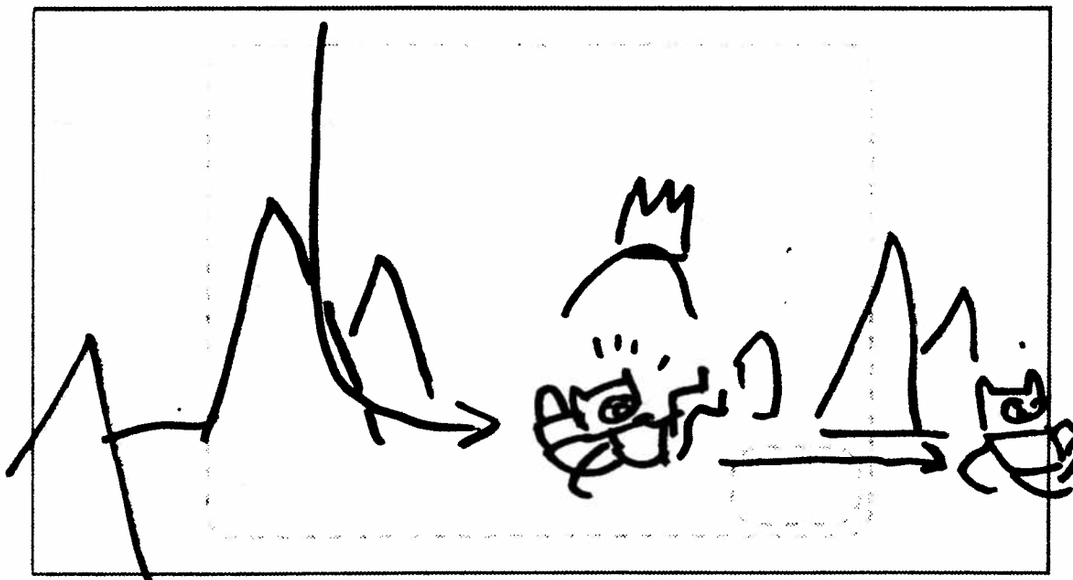
ADVENTURE TIME

Page 139

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



EPISODE #

Dialog:

(IK:) I've got you now..
st.. stalagtite?
mite?
.. ice.. cone...

(F:) woh!

Act #

Timing:

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be seen outside this studio, duplicated or used in any manner except for production purposes and may not be sold or exhibited.

ADVENTURE TIME

Page 14

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: What was that?!

G: HONK!!

Action:

Timing:

EPISODE #

Production :

© 2012 This material is the property of Cartoon Network. Use is prohibited and may violate the copyright laws of the United States and other countries. Any unauthorized duplication, distribution or display of this material is expressly prohibited.

Page 141

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(1) IK! [redacted] CRIPES GUNTER! STOPTELLING ME FAT PENGUIN LIES!

(2) HONK!

Action:

Timing:

EPISODE

Production

Page 141A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night

Dialog:

EK! ...

Action:

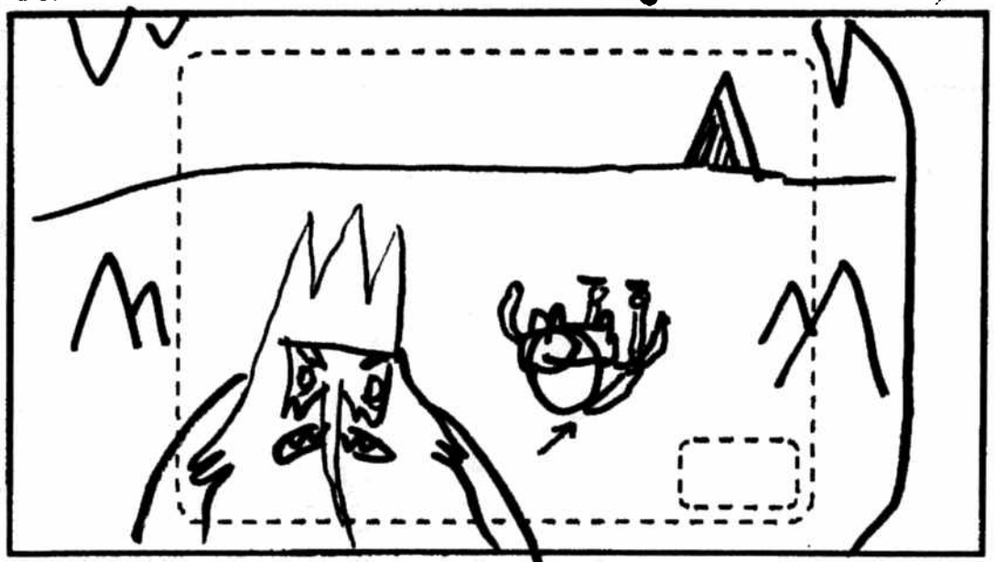
Timing:

EPISODE #

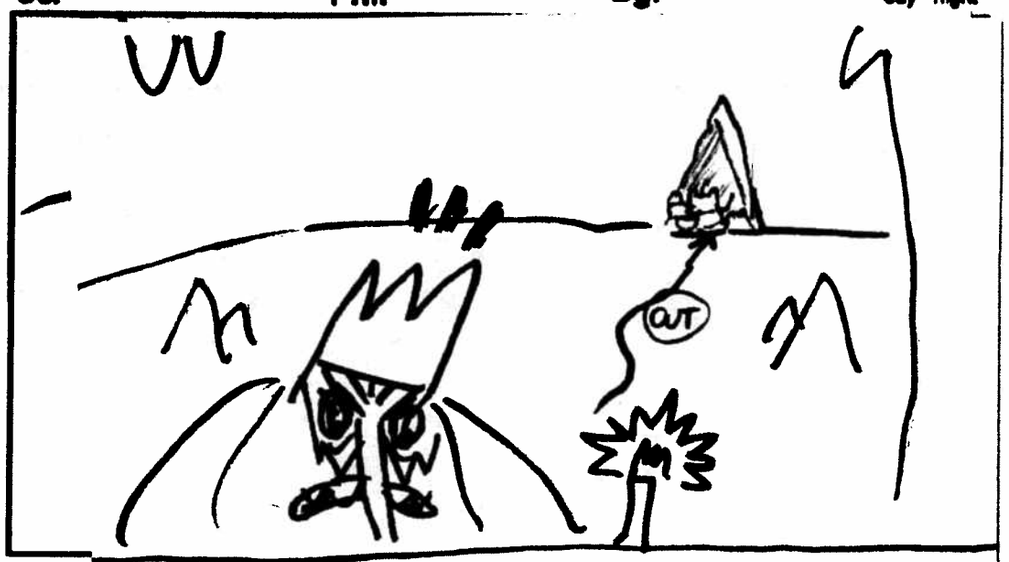
Production :

Page 142

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: I can destroy you, Gunter.

IK: I have that ability!

Action:

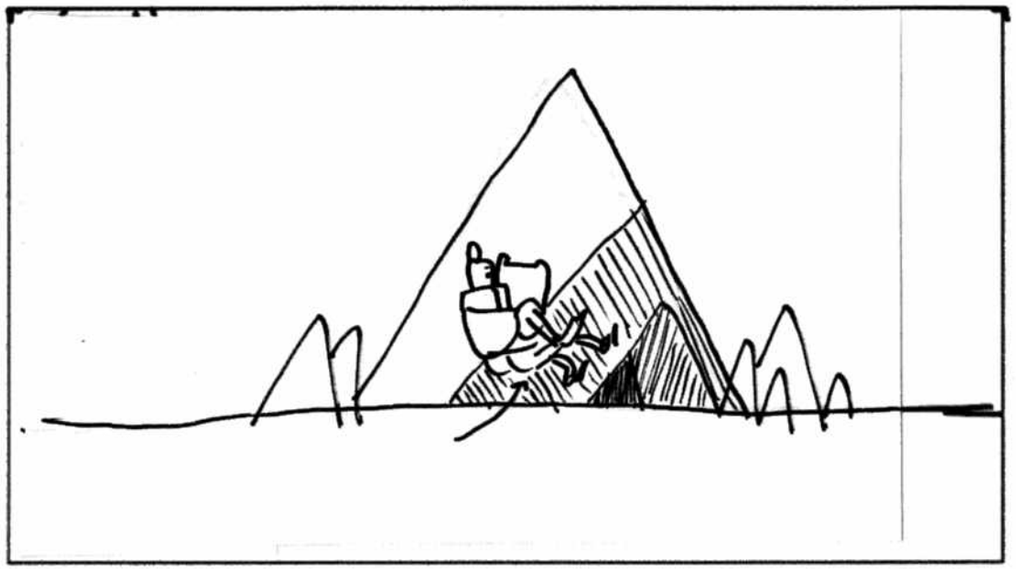
Timing:

EPISODE

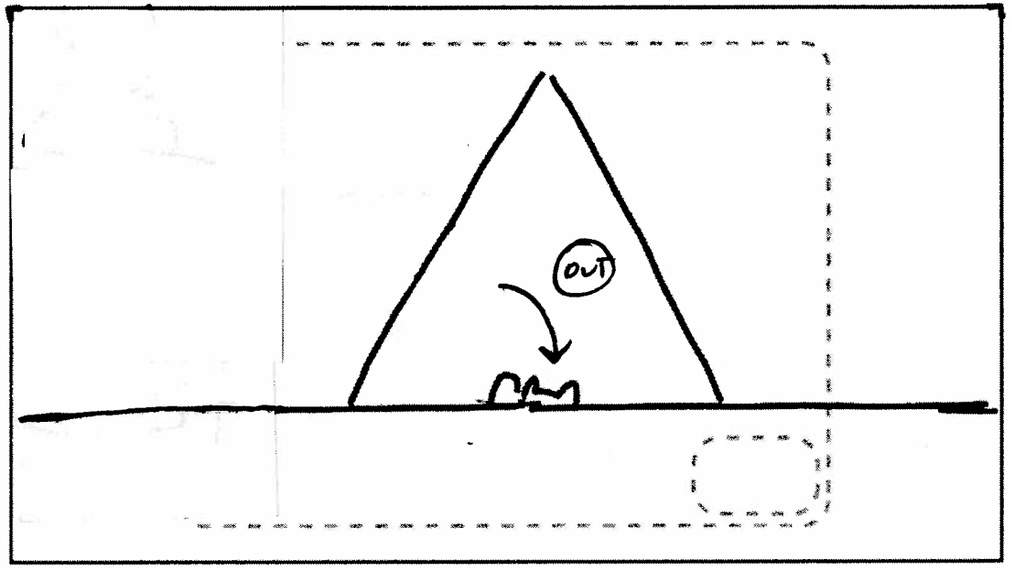
Production

ADVENTURE TIME

Sc. Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog:

(F:)

(F:) Ahh!!

Action:

Timing:

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or rented.

EPISODE #

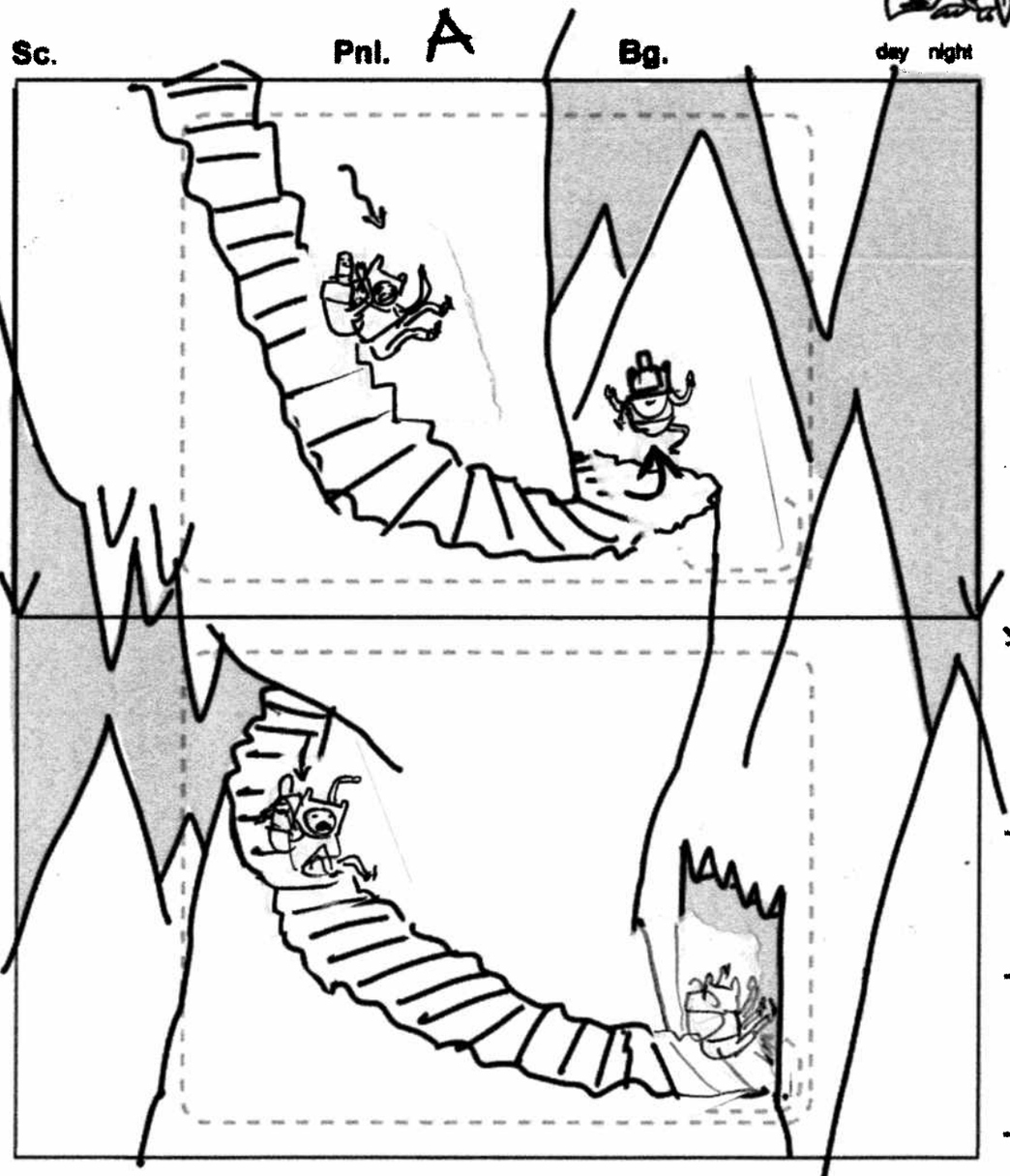
Production :

67

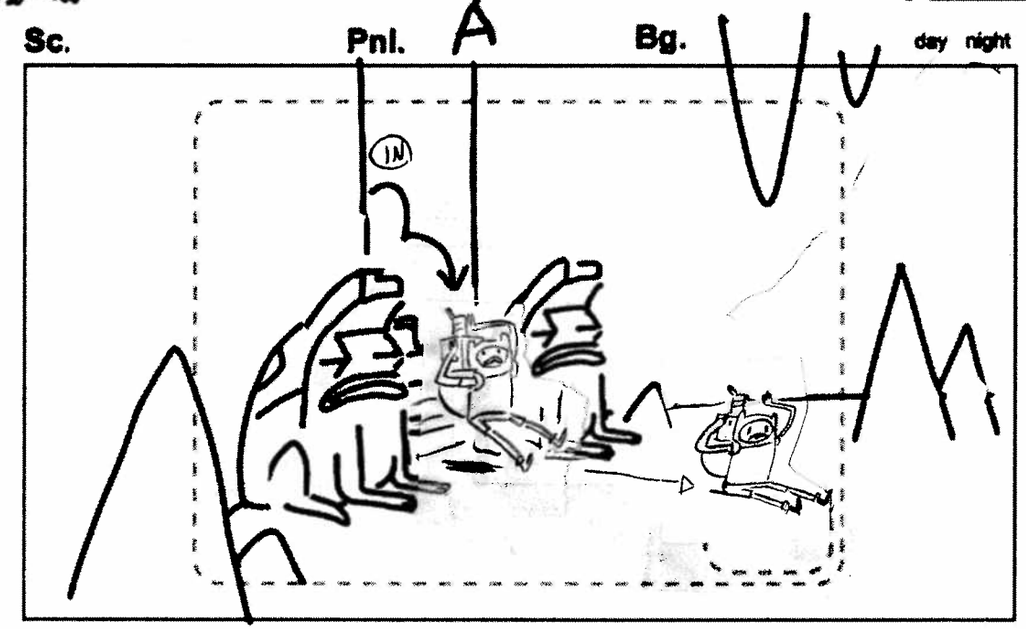
ADVENTURE TIME

Page 144

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



(N:) What's happening, creator?!

(F:) I can't stop sliding, Neptr!

I pray the lord of safe travels guides my buttocks true!

EPISODE #

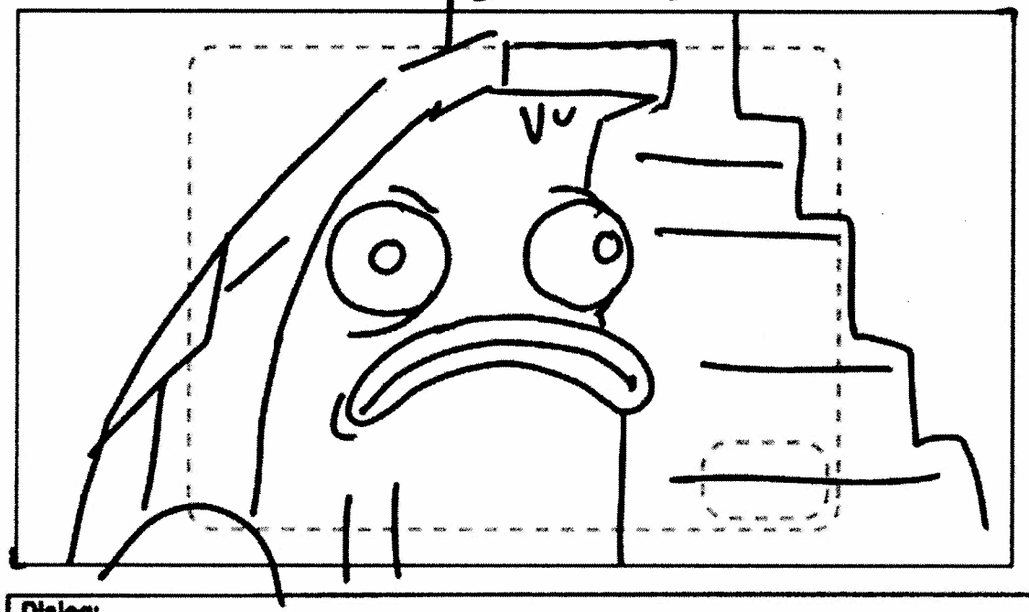
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

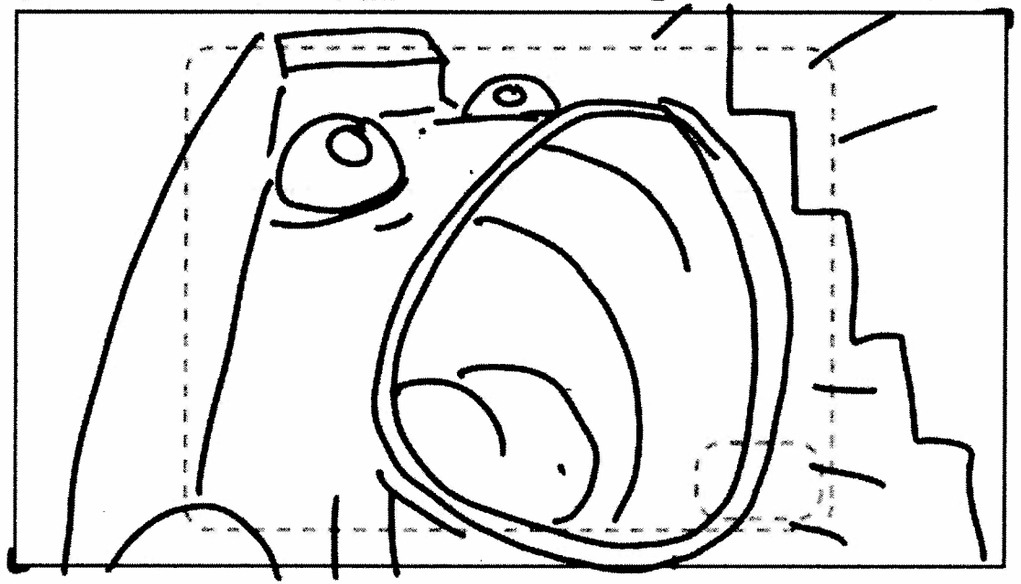
ADVENTURE TIME

Page 145

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

SFx (ALARM!!)

Action:

Timing:

EPISODE #

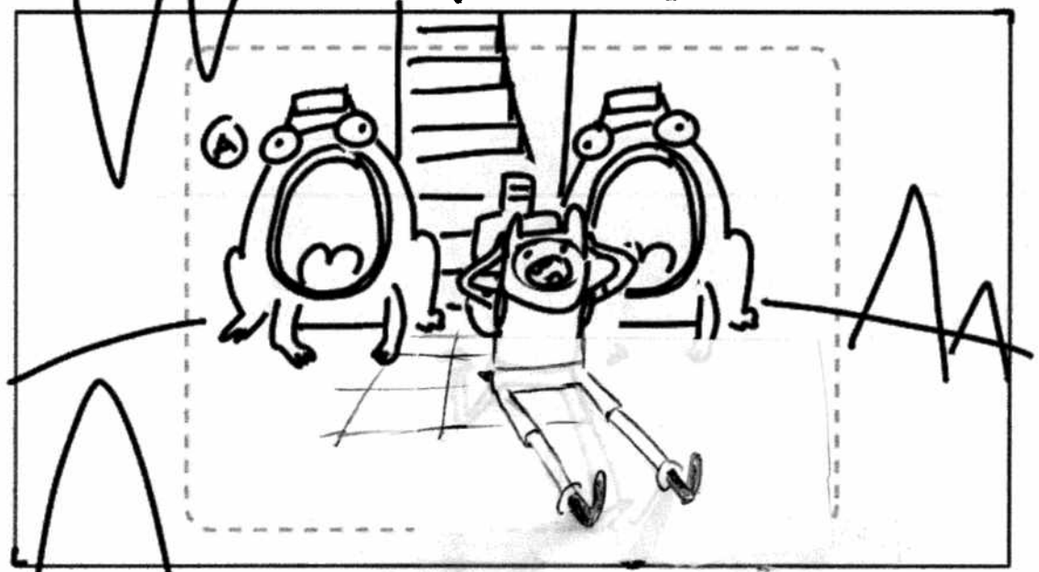
Production #

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and cannot be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

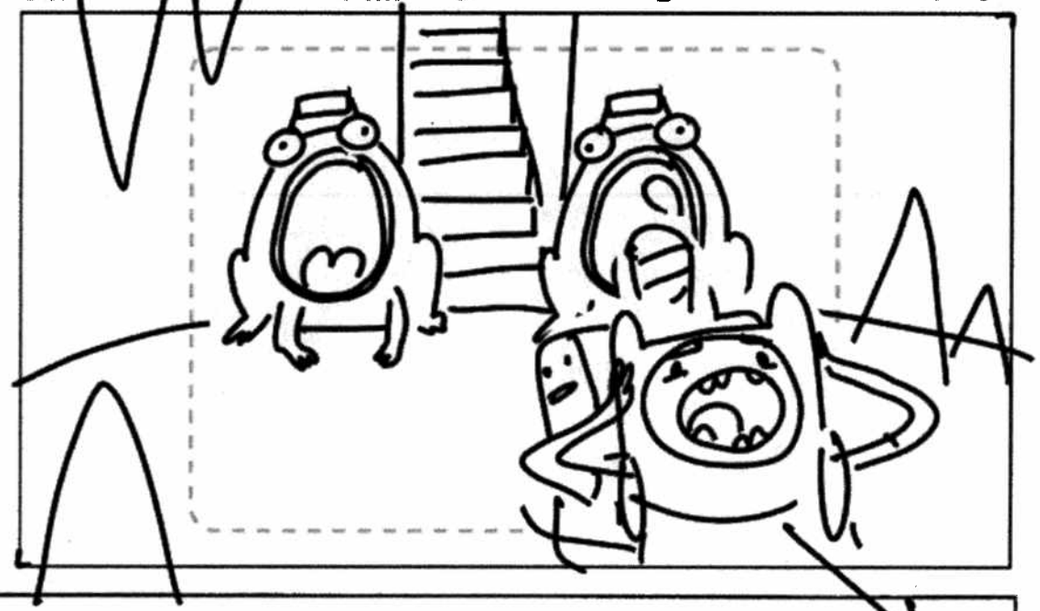
ADVENTURE TIME

Page 146

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

SFX (croak)

F) I pray the lord of frog alarms gets run over by a truck!

OS

Action:



cycle frog action

Timing:

EPISODE #

Production :

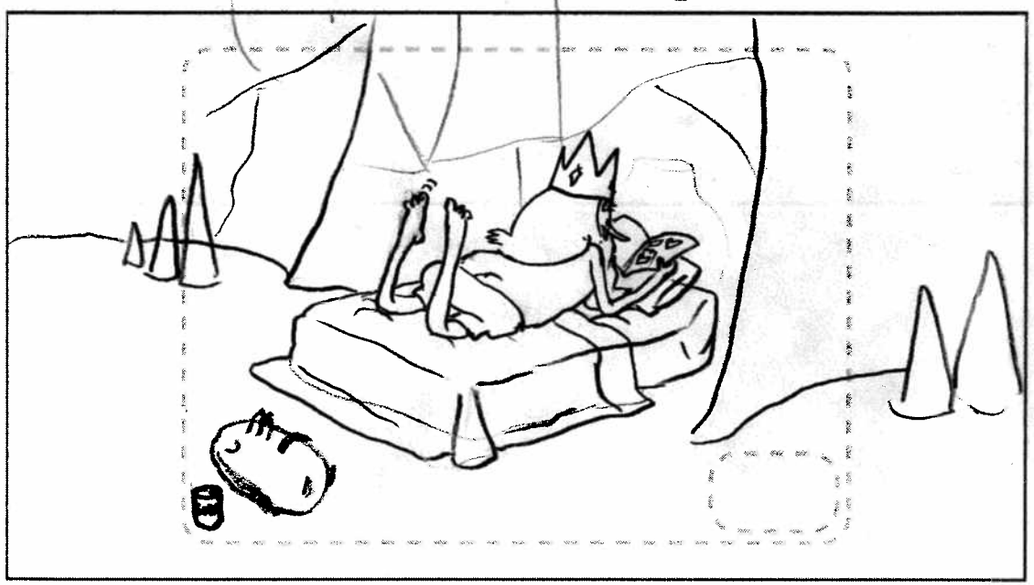
71

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and created for viewing from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or rented.

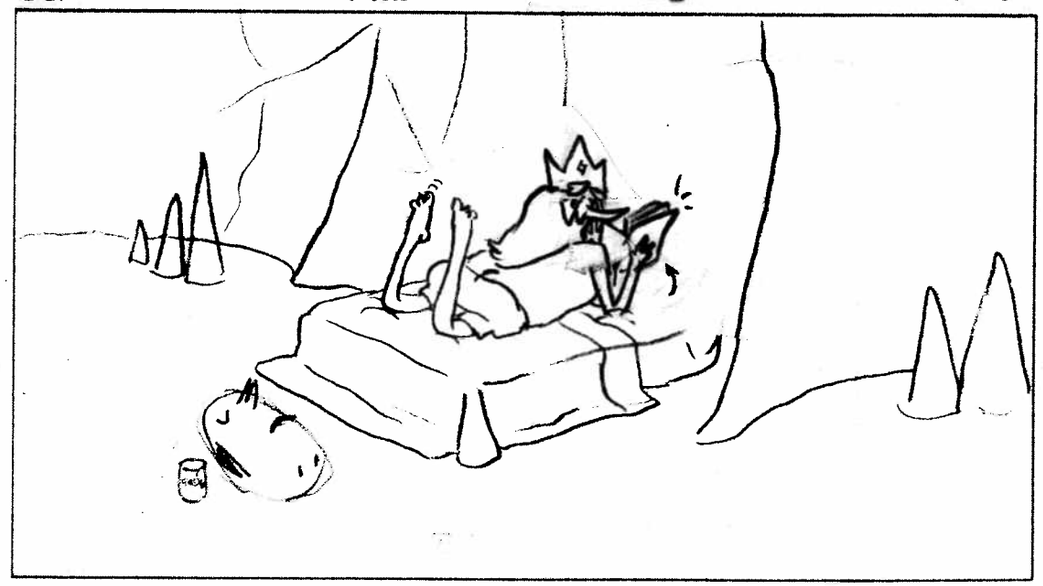
ADVENTURE TIME

Page 147

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX (Alarrm! Alarrrum!)

(FX) HUh? AN intruder!

Action:

Timing:

EPISODE #

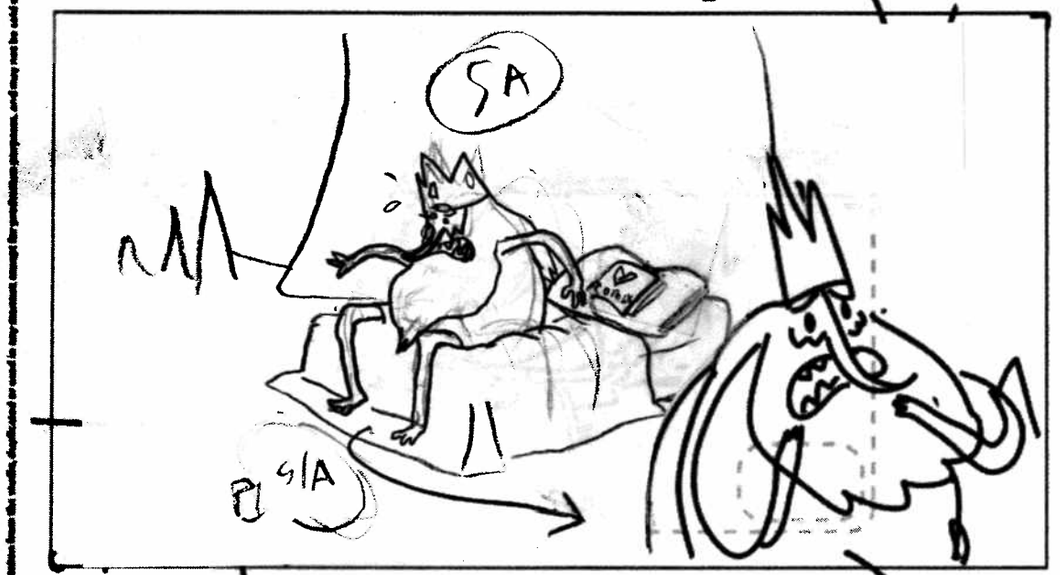
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

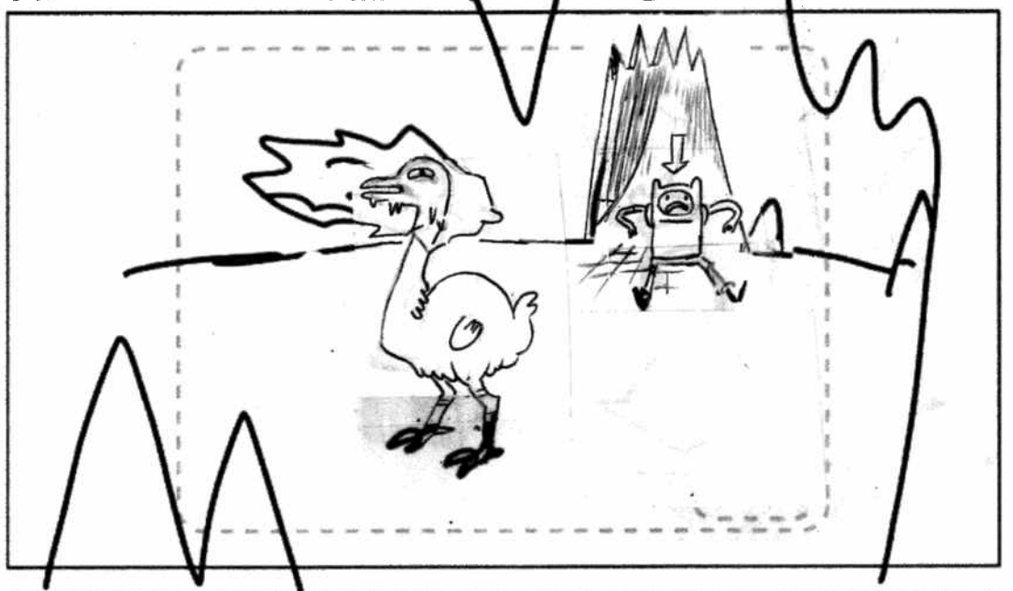
ADVENTURE TIME

Page 148

Sc. Pnl. C Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

1K) WHERE'S MY MUU MUU!? OS

(N) CREATOR watch out for the ICE GOOSE!

Action:

Timing:

EPISODE #

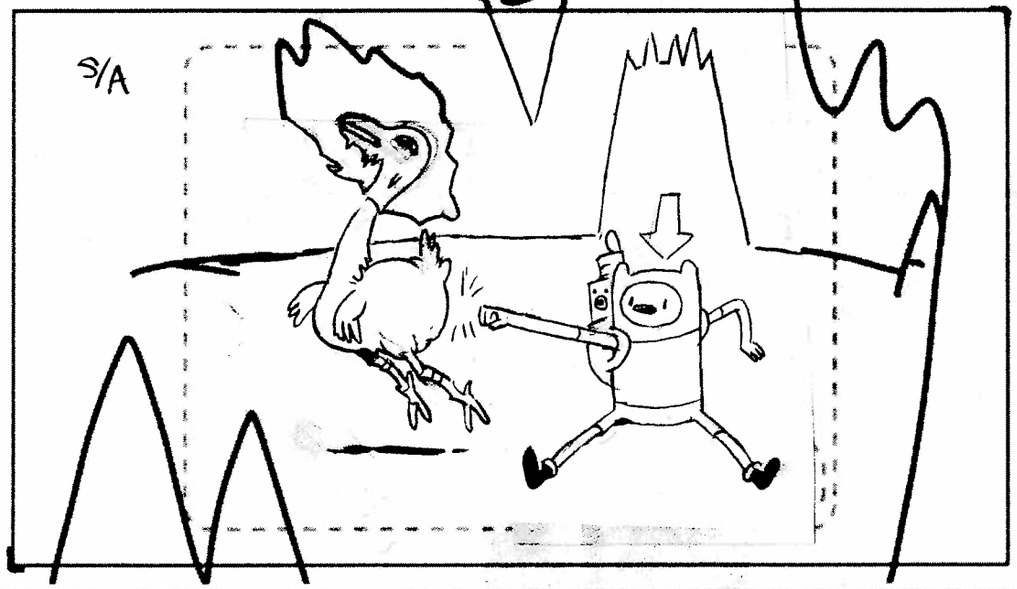
Production :

79

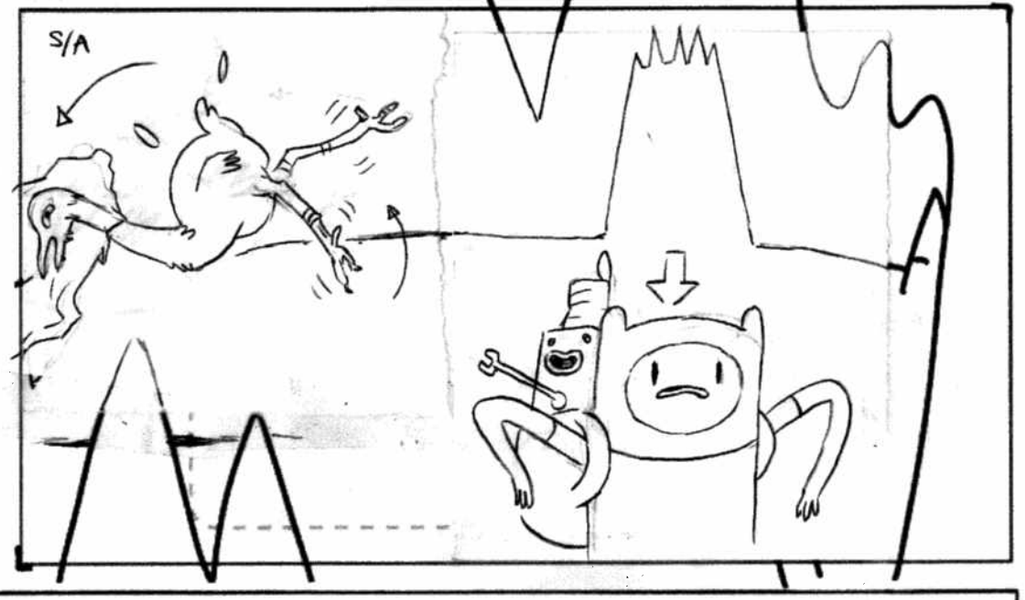
© 2009 This material is the property of Cartoon Network, Inc. It is unpublished and must not be taken from the work, duplicated or used in any manner, except by persons employed by Cartoon Network, and they may not be used or exposed.

ADVENTURE TIME

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog: Ice Ostrich - HONK!

F: Got it!

N: hahaha!!

Action:

Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be copied from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or rendered.

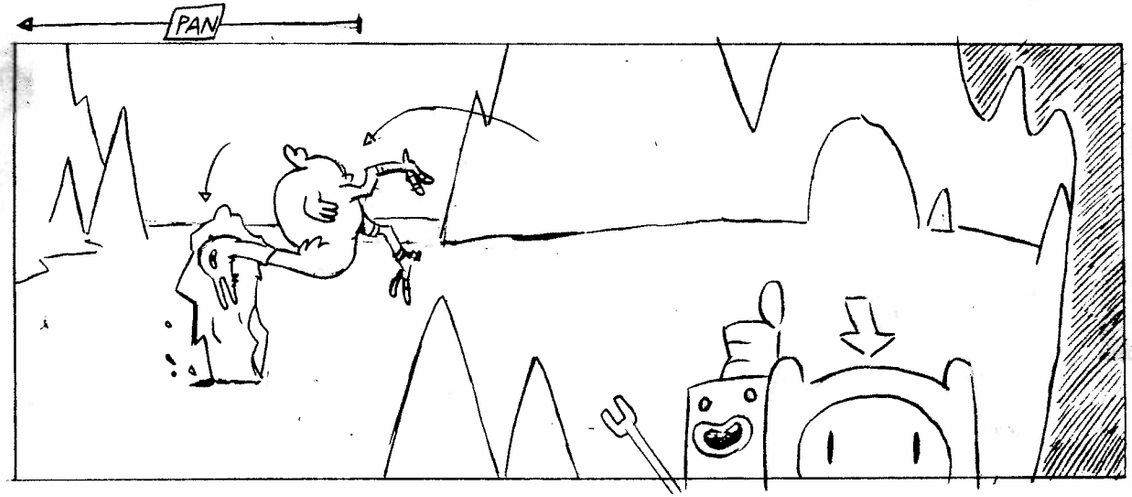
EPISODE #

Production : 80

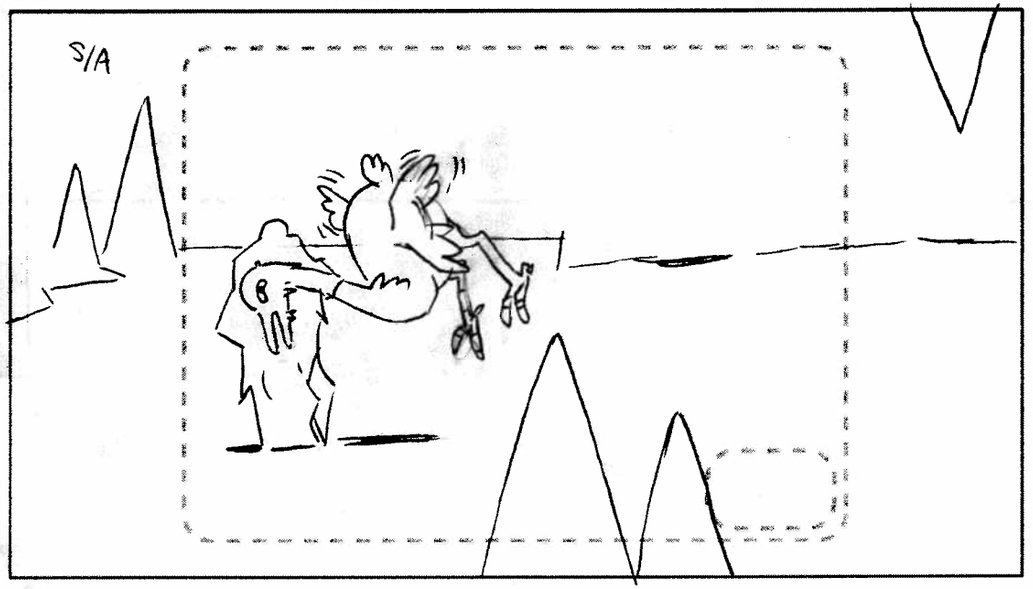
ADVENTURE TIME

Page 150

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: KLANG!!

SFX: WINGS FLAPPING

Action:

Timing:

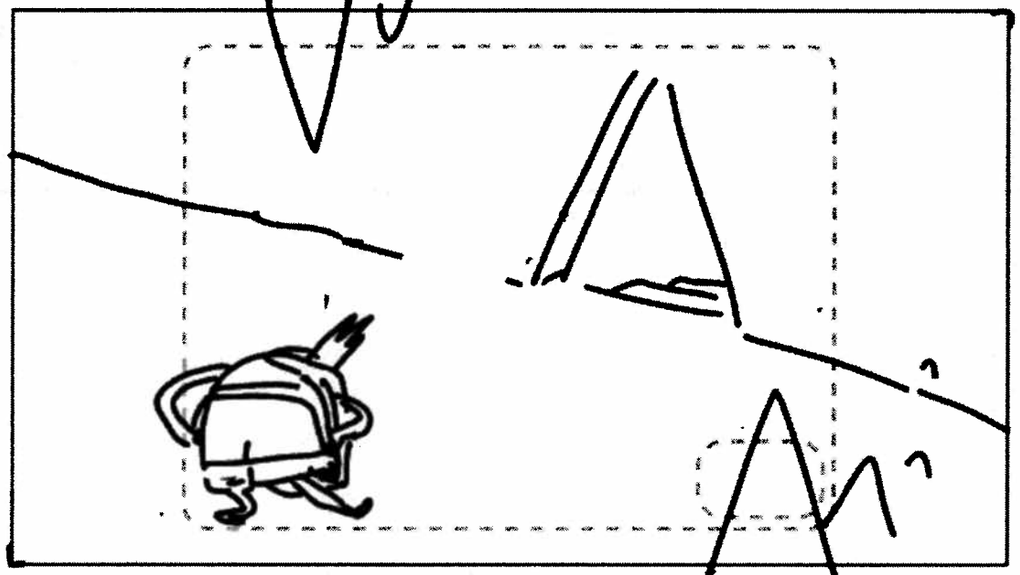
EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be

ADVENTURE TIME

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

IK) MAYBE A BEAUTIFUL PRINCESS IS BREAKING IN!...

IK: JUST LIKE IN MY POEMS...

Action:

Timing:

EPISODE #

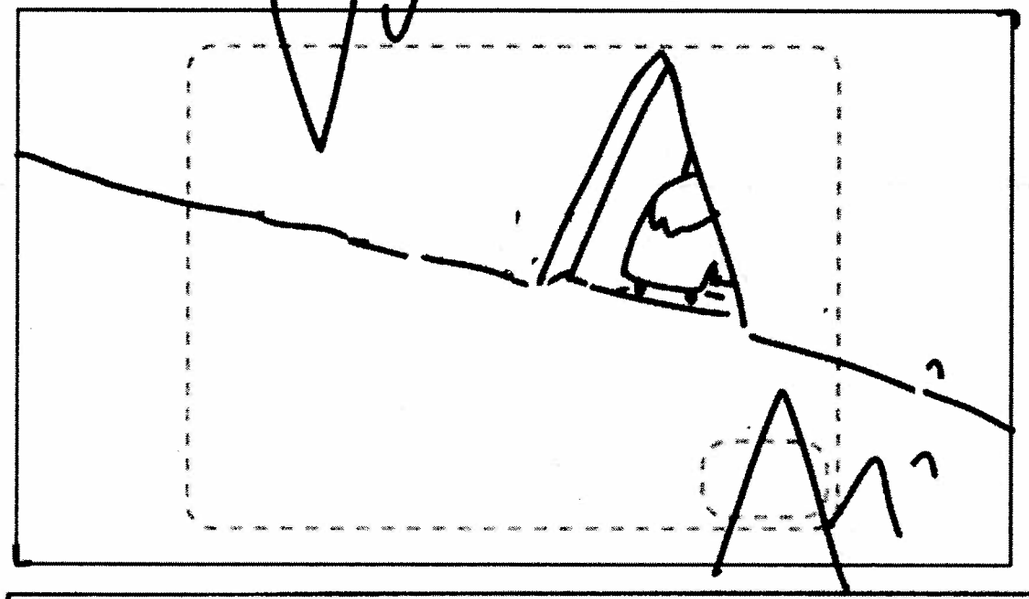
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is copyrighted and cannot be taken from the studio. Duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

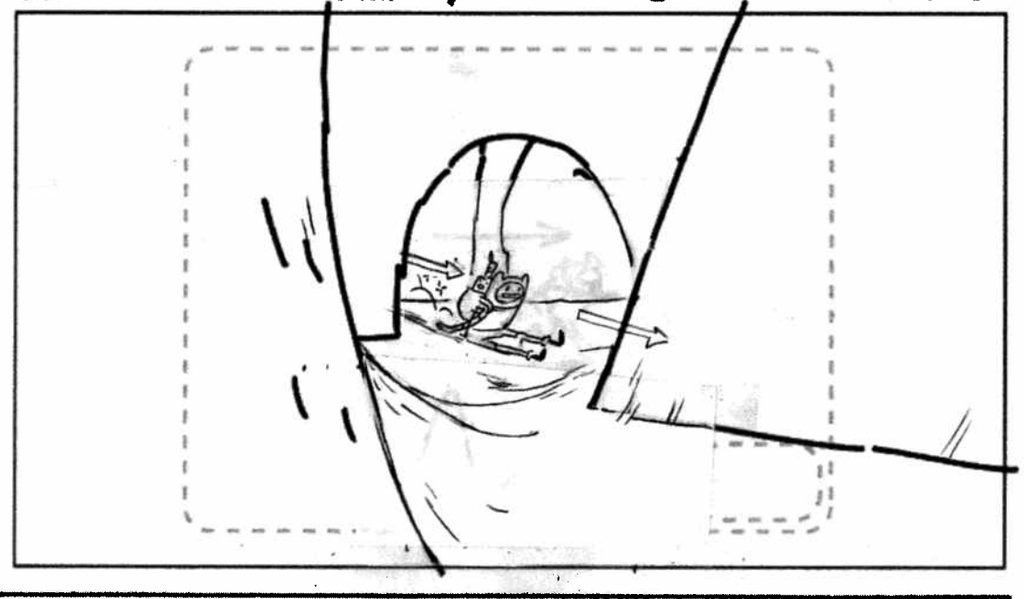
ADVENTURE TIME

Page 152

Sc. Pnl. C Bg. day night



Sc. Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

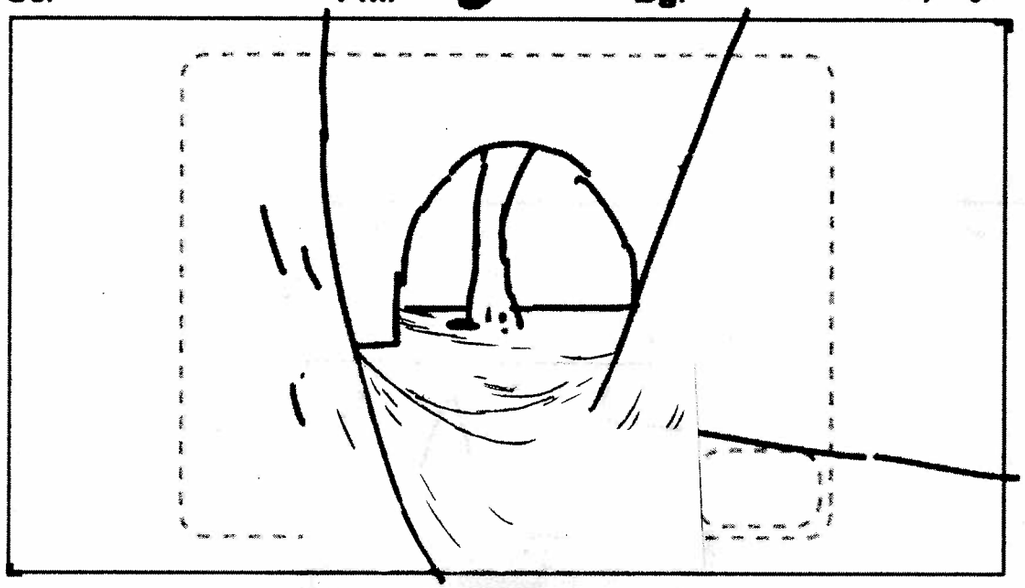
83

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or rented.

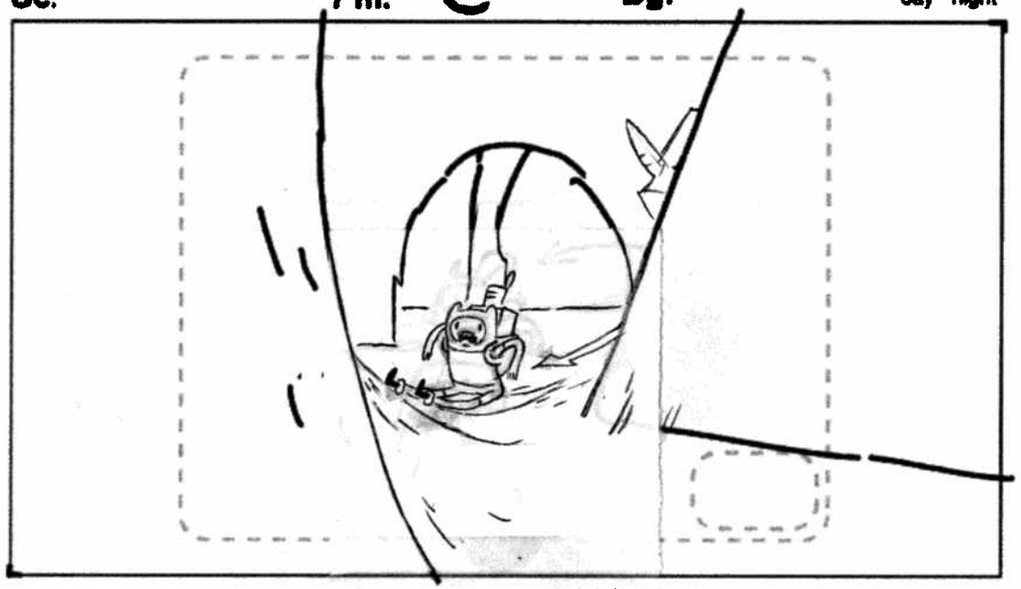
ADVENTURE TIME

Page 153

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

(beat) SFX- <ROAR!> F) Whooaa!! ⟿

Action:

Timing:

EPISODE #

Production :

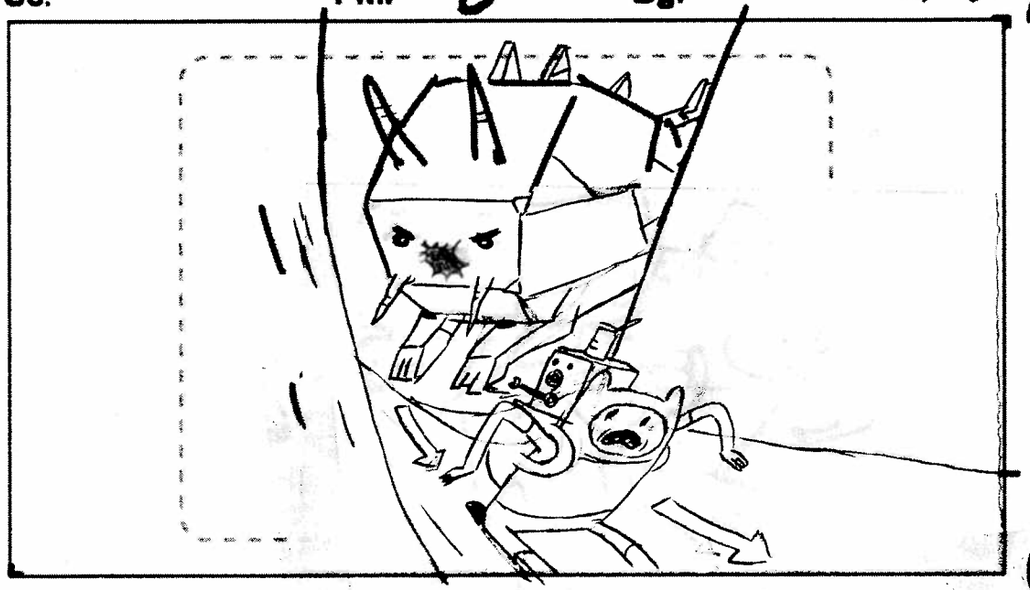
84

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be reproduced or used in any manner from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

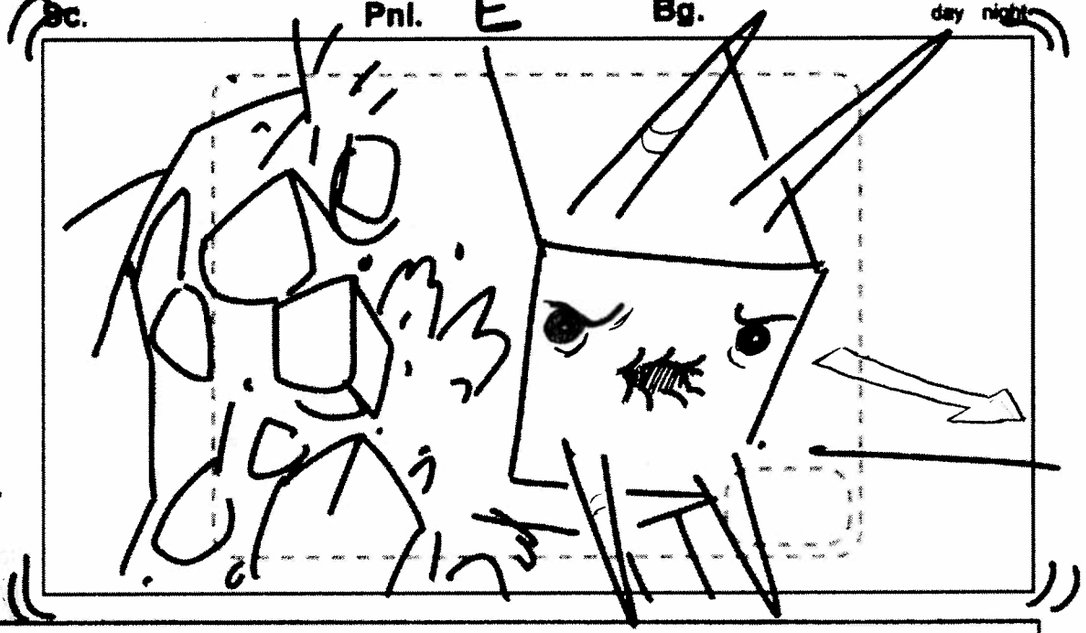
ADVENTURE TIME

Page 154

Sc. Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



EPISODE #

Dialog:

N: CREATOR, I THINK THIS PERSON IS FOLLOWING US.

ICE BULL: [ROARING CONTINUES]

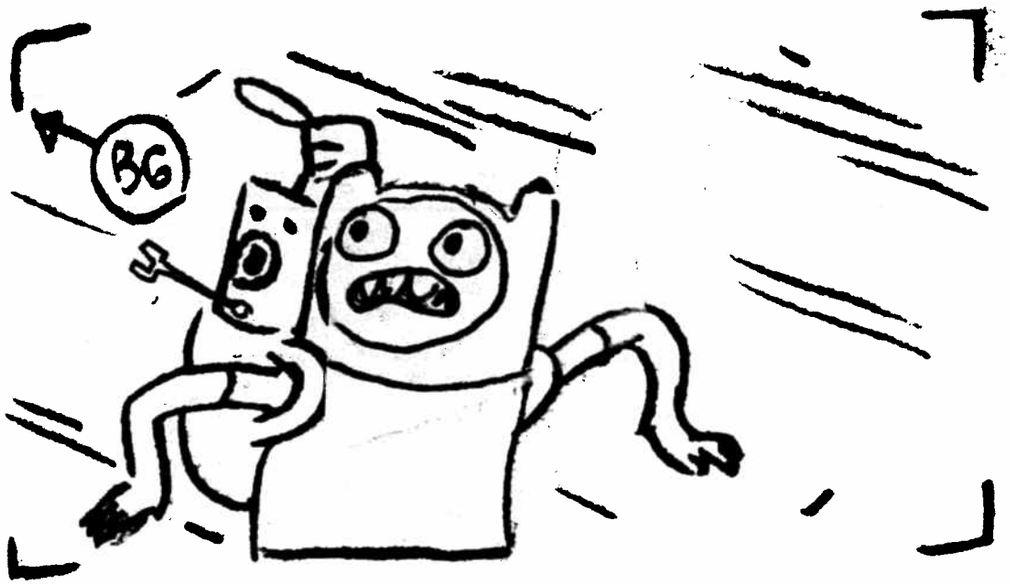
SFX: BOOM!

Action:

Timing:

Production: 085

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be reproduced, distributed or used in any manner, except for production purposes, without the written consent.



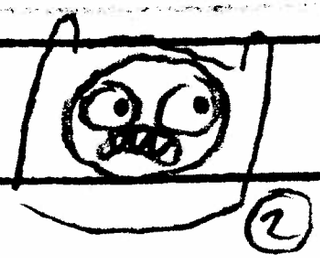
F: HNH?



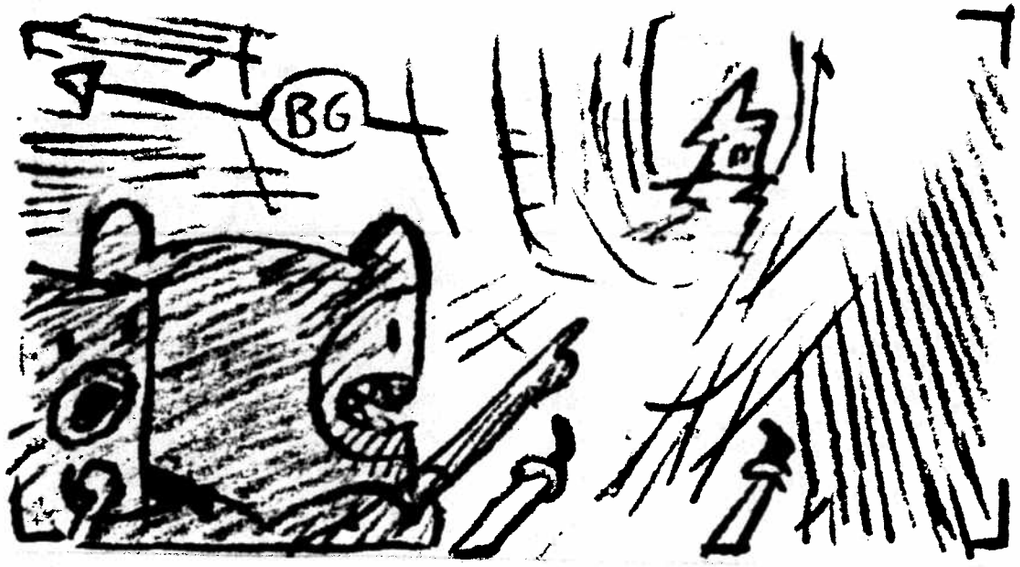
F: LOOK, CREATOR! LIGHTNING!!

Action

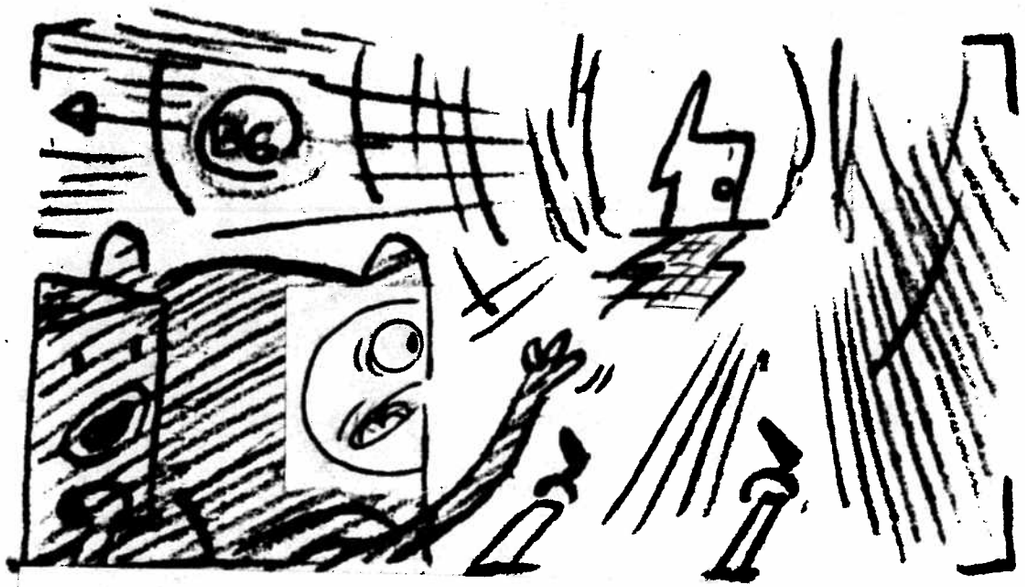
Timing



Panels



F: IT'S A LIGHTNING-SHAPED DOOR!...

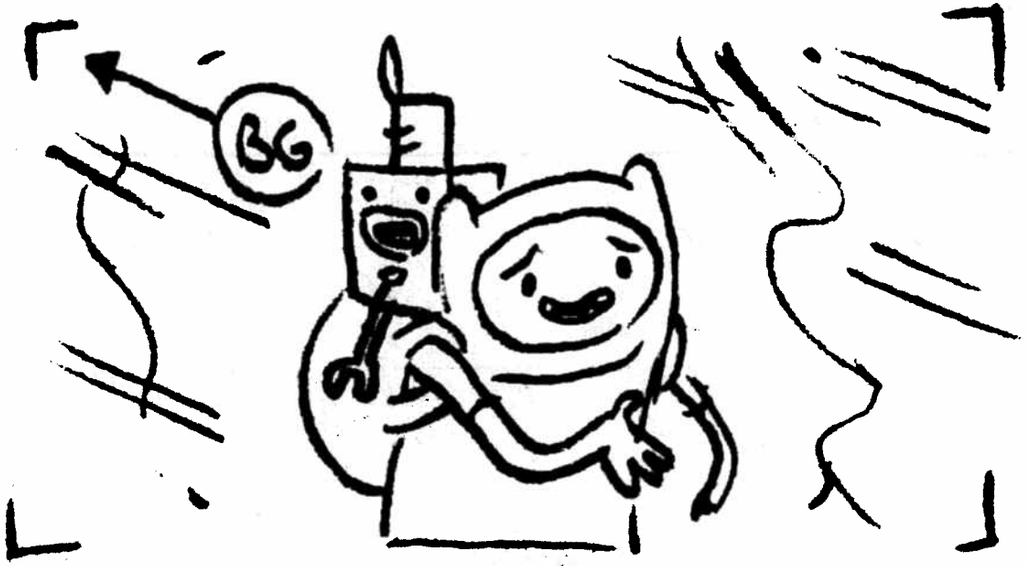


F: AND WE'RE GONNA SMASH RIGHT INTO IT!!

Action

Timing

Production



F: BETTER COME UP WITH A PLAN IN THE NEXT FIVE SECONDS..



N: N: Let's ask the enormous person for advice.

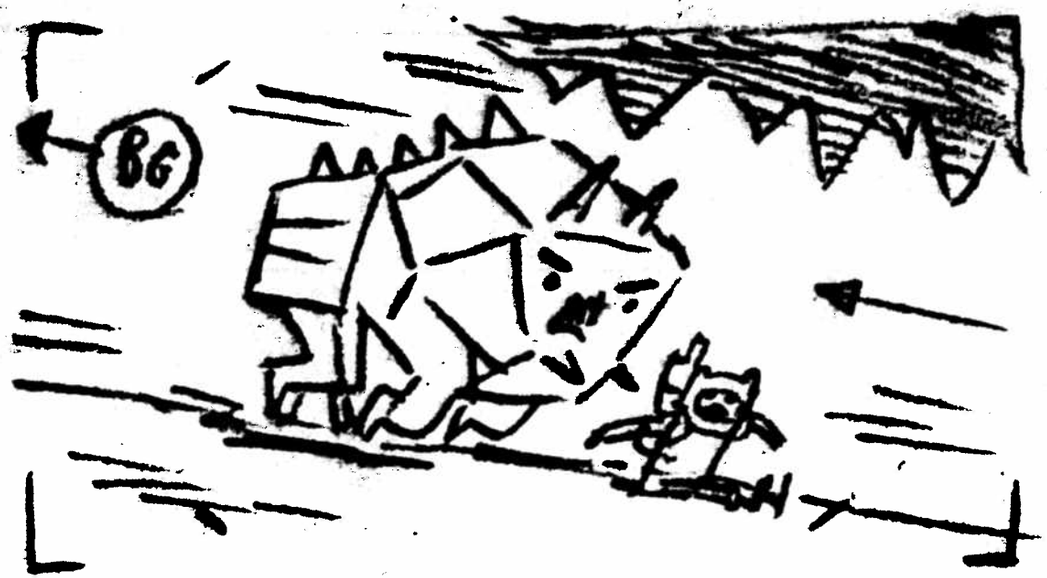
Timings

TRUCK OUT

158



F: Oh yeah.. the "person.." hmmm..

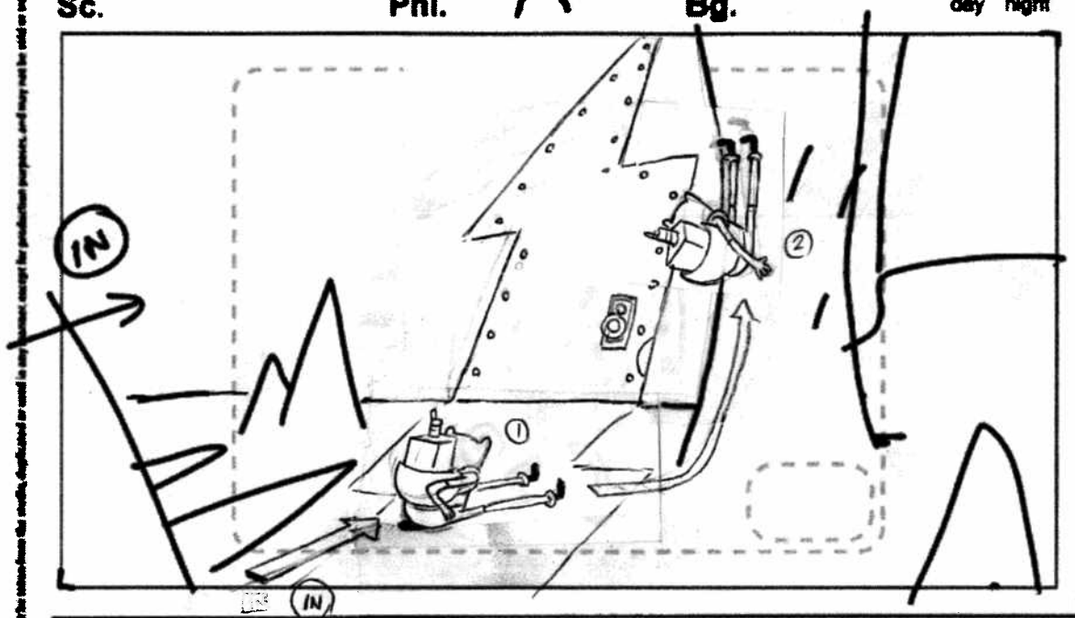


F: check out my Plan, Neptr!

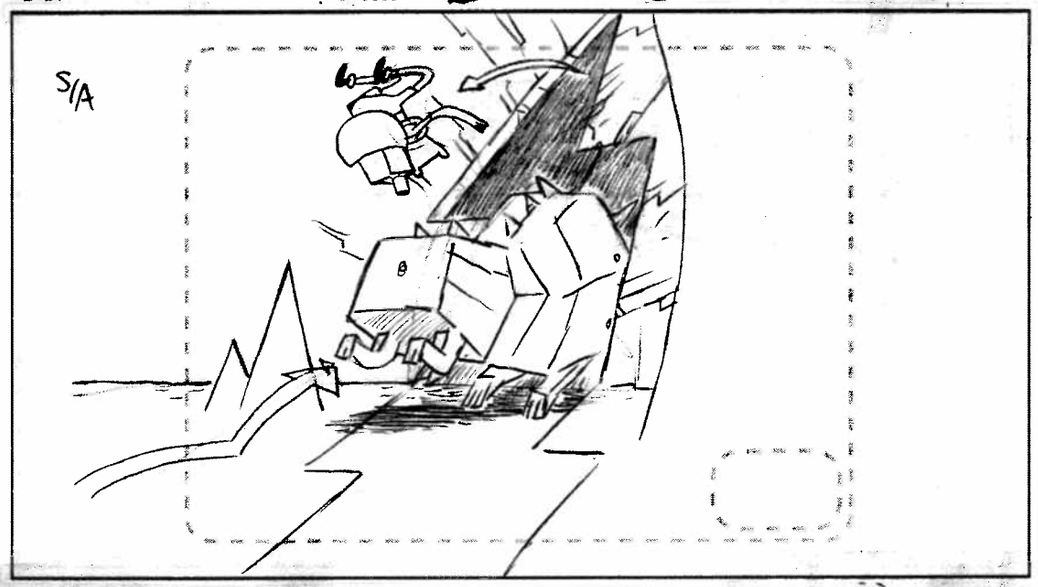
ADVENTURE TIME

Page 159

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

SFX: [GONG!]

Action: FINN SLIDES UP THE COLUMN

ICE BULL KNOCKS DOWN METAL DOOR.

Timing:

EPISODE #

Production :

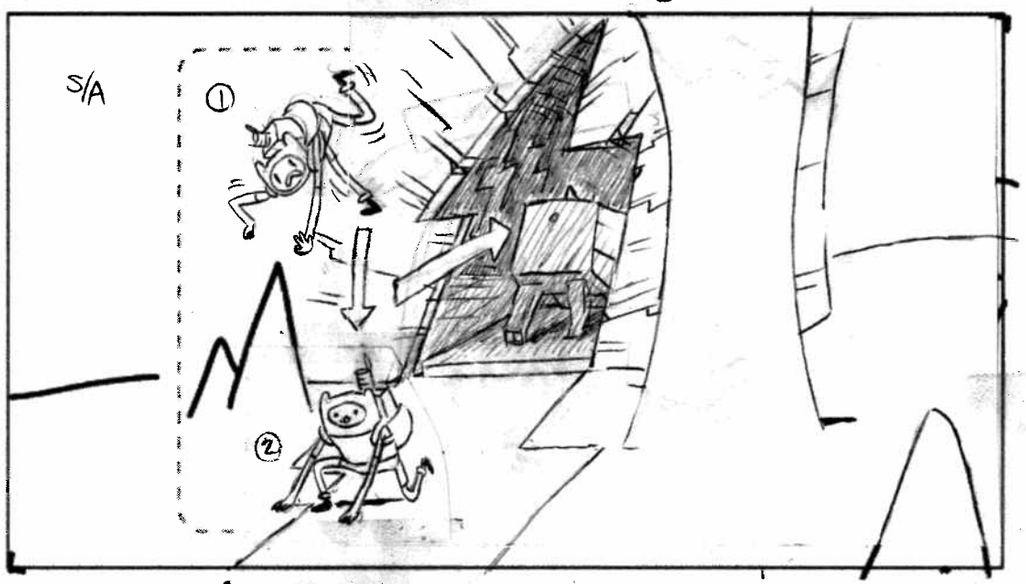
86

From this material is the Property of The Cartoon Network, Inc. It is unpublished and must not be reproduced, distributed or used in any manner except for production purposes, and may not be sold or exchanged.

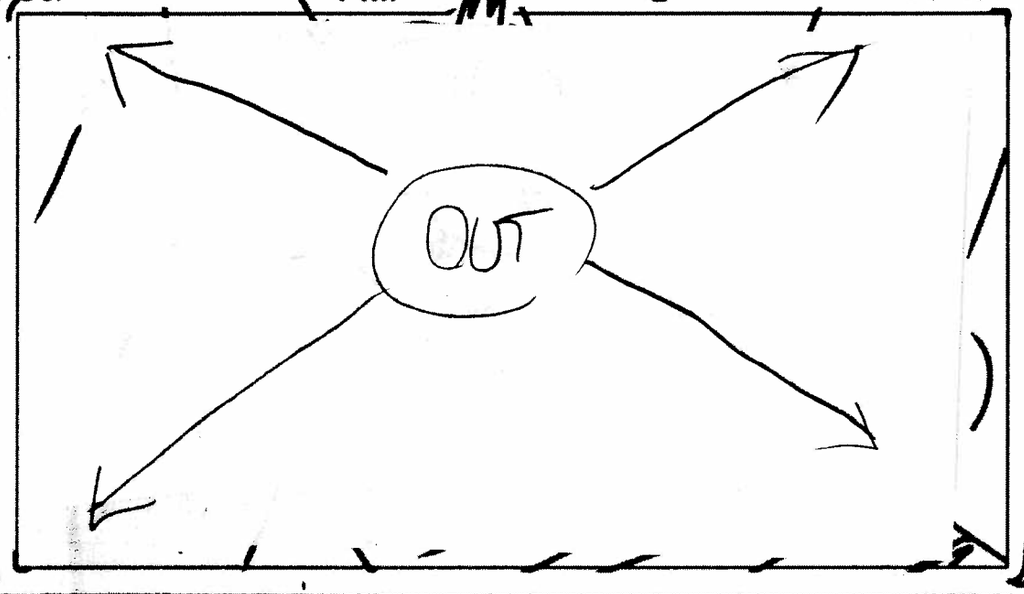
ADVENTURE TIME

Page 160

Sc. Pnl. C Bg. day night



Sc. 12 Pnl. A Bg. day night



EPISODE #

Dialog:

SFX: RINGING REVERBERATES →

Action:

Timing:

Production :

87

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, without written consent.



REVERB CRESCENDOES

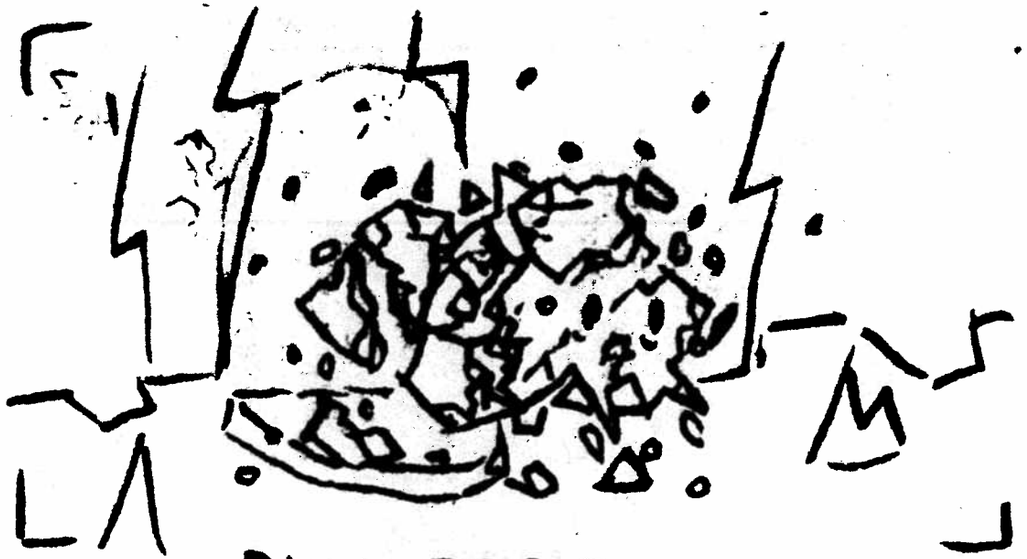


ICE BULL: ERGHH
BULL VIBRATES VIOLENTLY.

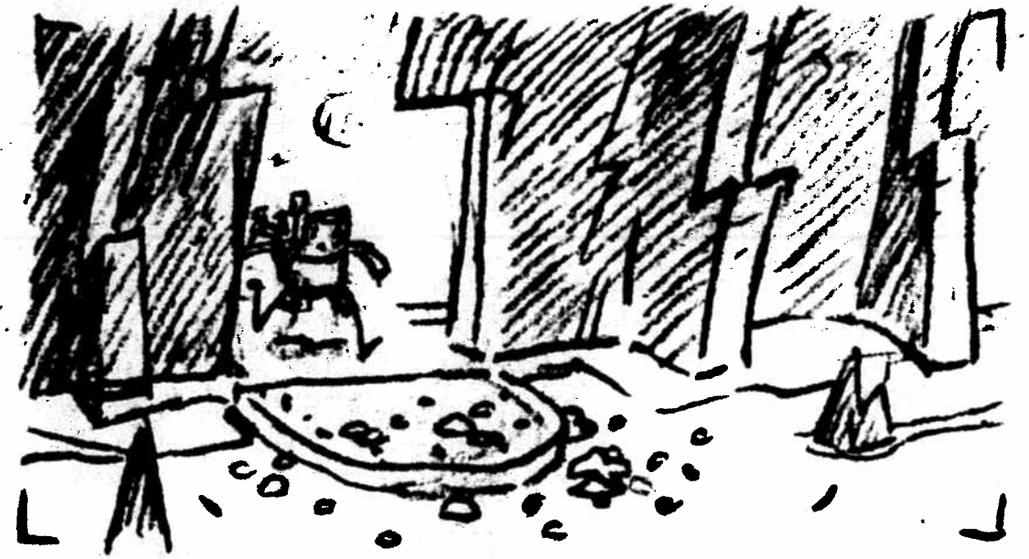
Action

SFX: CRACKICKING

Things



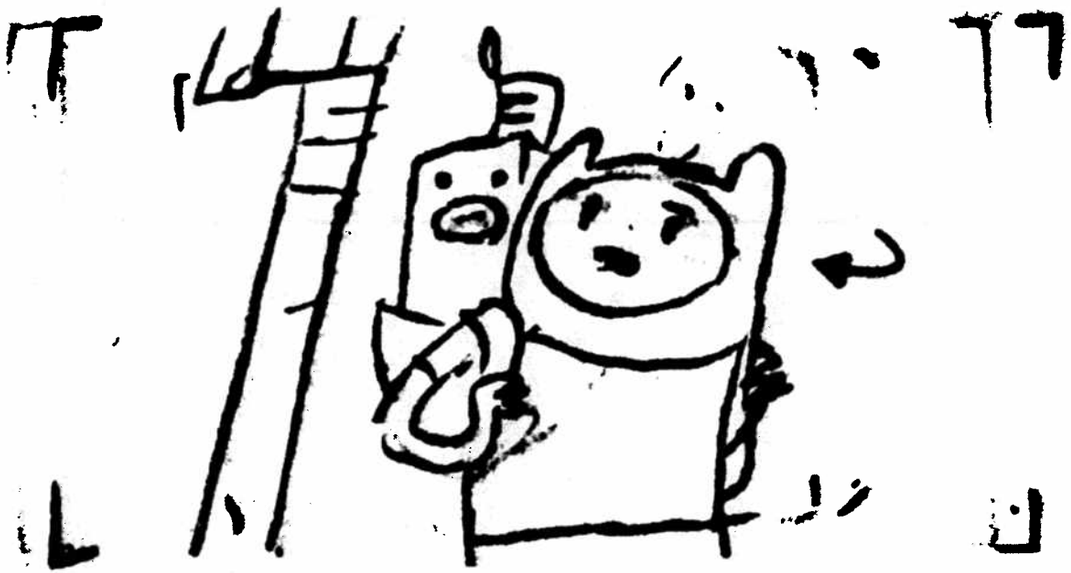
BULL ROAR
SFX: SHATTER



N: THAT WAS A GREAT PLAN.

Action

Things



F: HMM? NAH, THAT WASN'T MY PLAN.

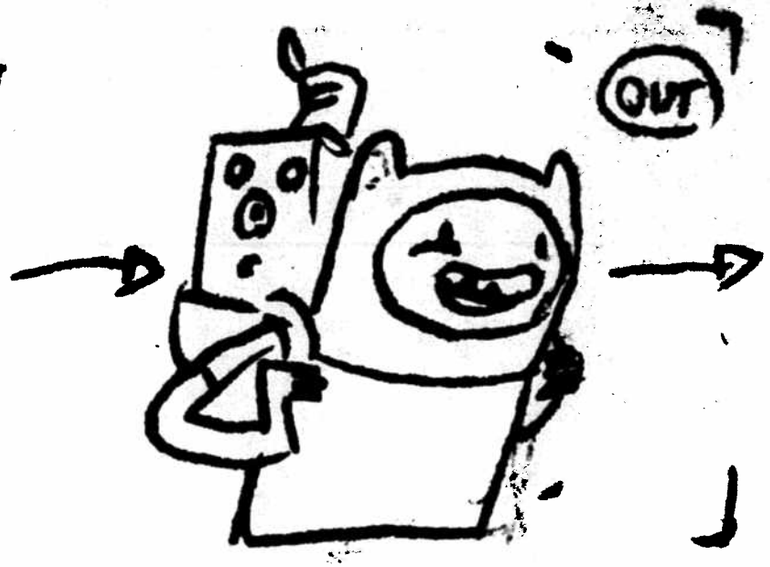


F: MY PLAN WAS TO KICK THE DOOR DOWN, SOMEHOW, AND JUST HOPE THE REST WORKED ITSELF OUT...

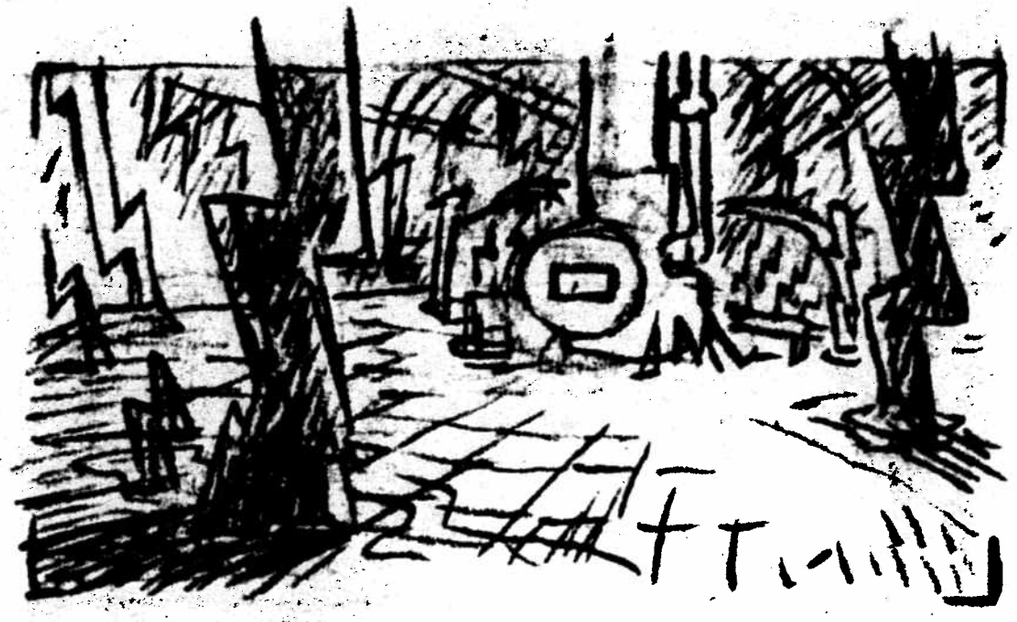
Action

Things

S/A



F: ... WE GOT LUCKYYY

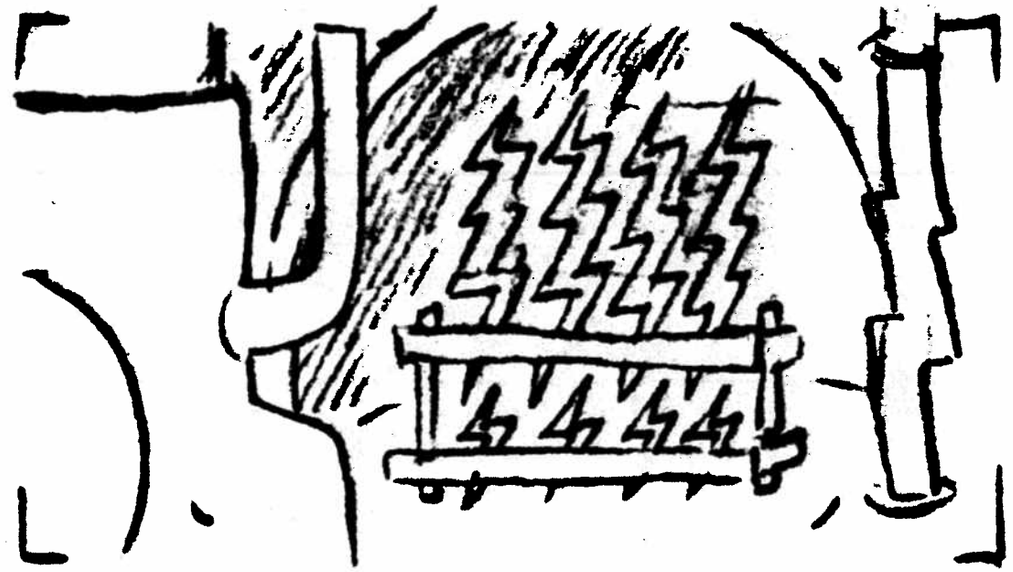


SFX: ICE FURNACE / LIGHTNING RACK

Action:

Timing:



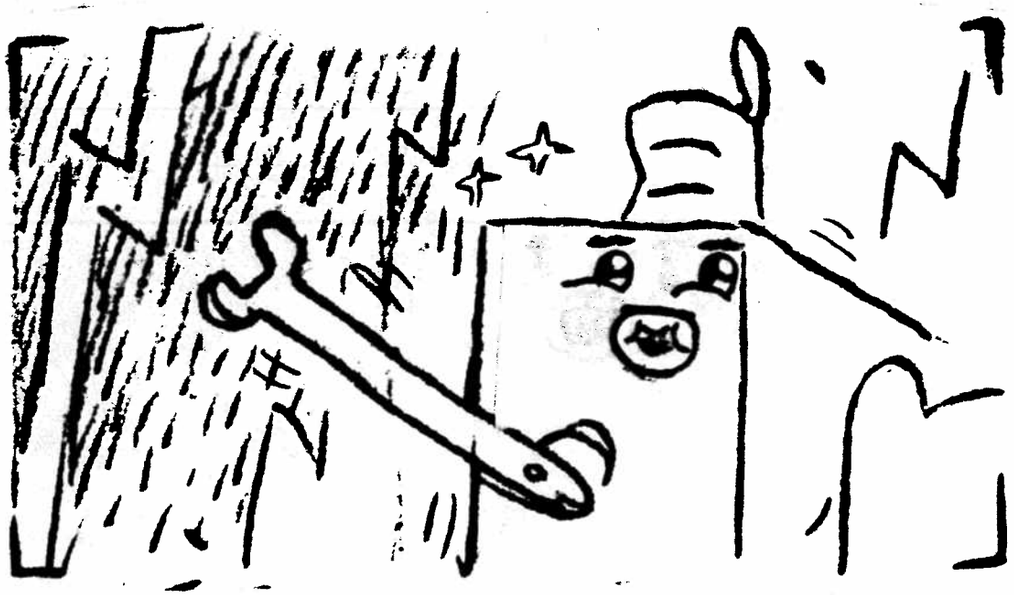


SFX: (trumpet toots!!)

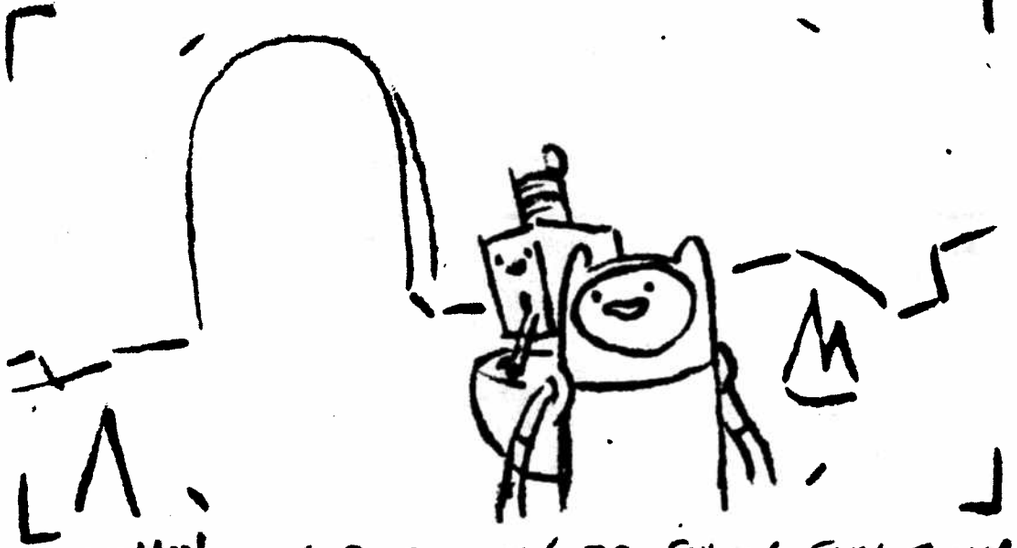
Actions

Timings

Production



N: ARE THOSE MY TICKETS to the gun show, creator?



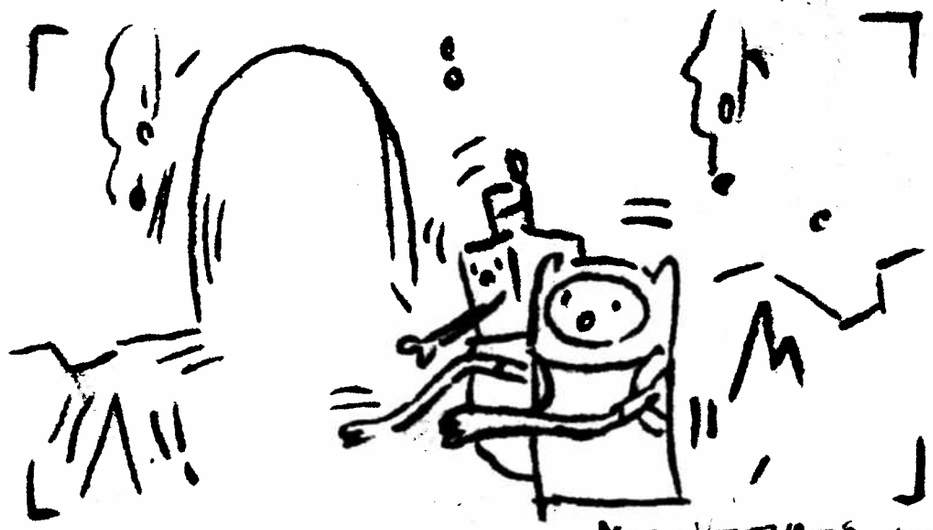
MMHM! YOU'RE GONNA' BE FULLY FUNCTIONAL!

E: JUST LIKE I PROMISED.

Thinking

Production

167

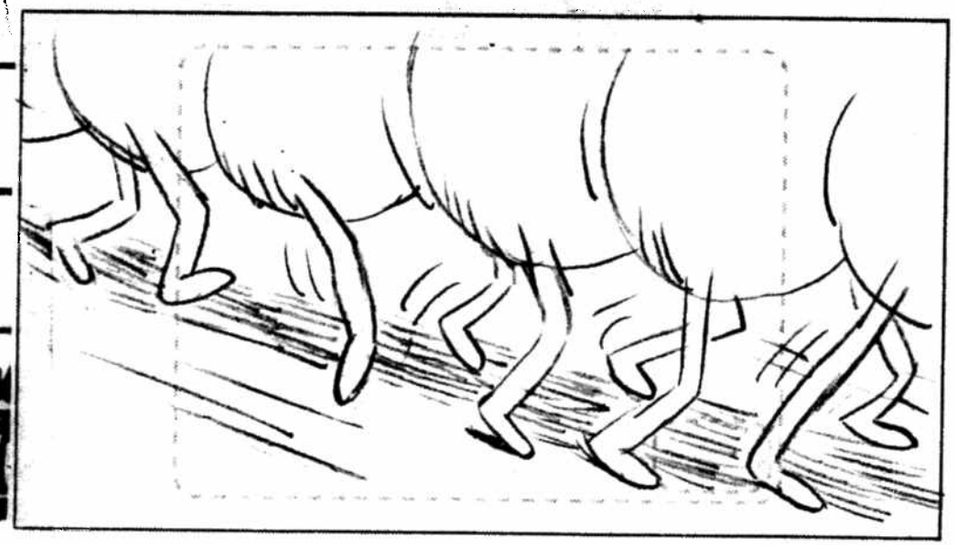


N: WAIT, THAT'S NOT ME!

SFX: RUMBLING

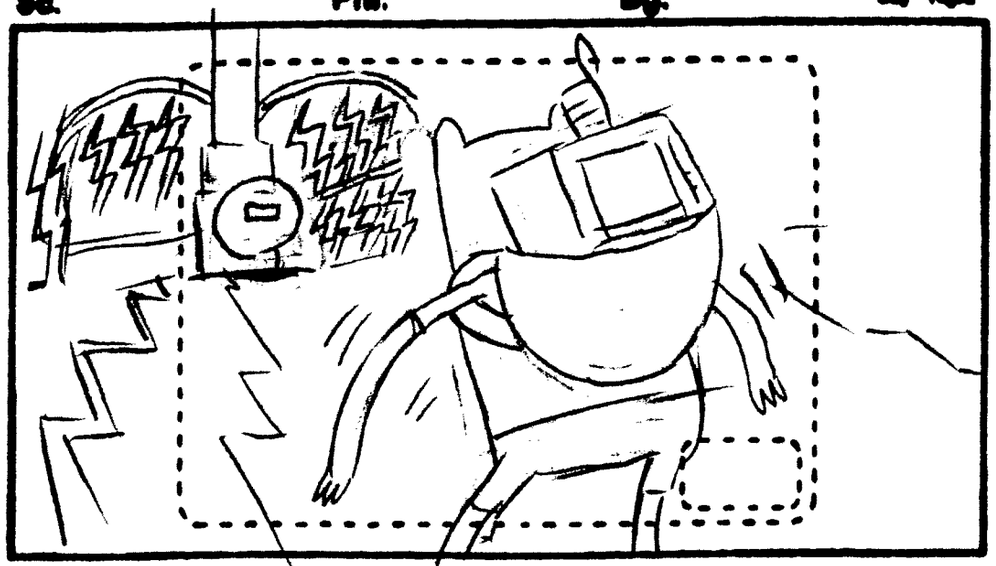
Action:

Timing:



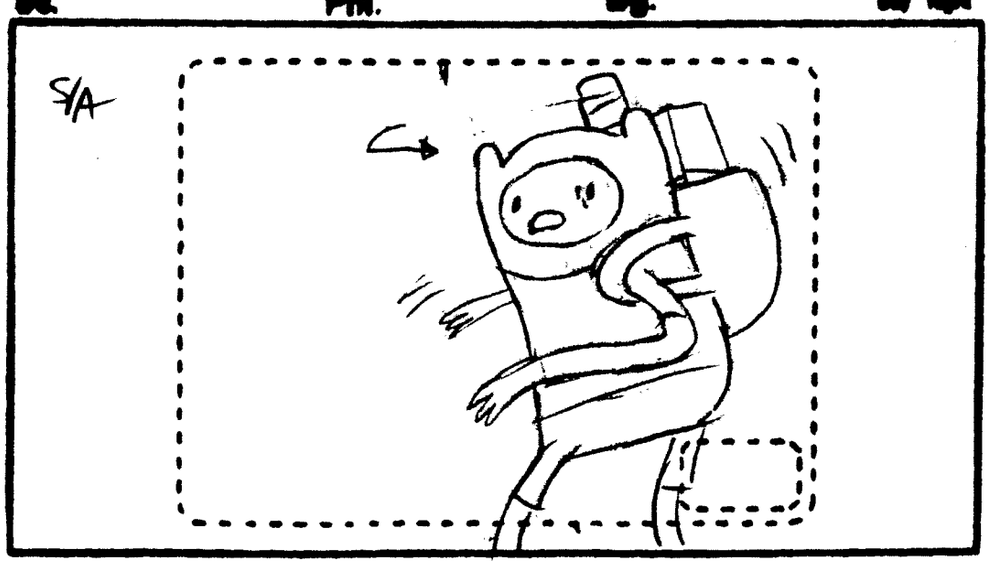
Sc. Pnl. Sc. Pnl. Bg.

Sc. Pnl. ey. ew right



Sc. Pnl. Bg. ew right

S/A



168

Dialog:

Action:

Timing:

Production

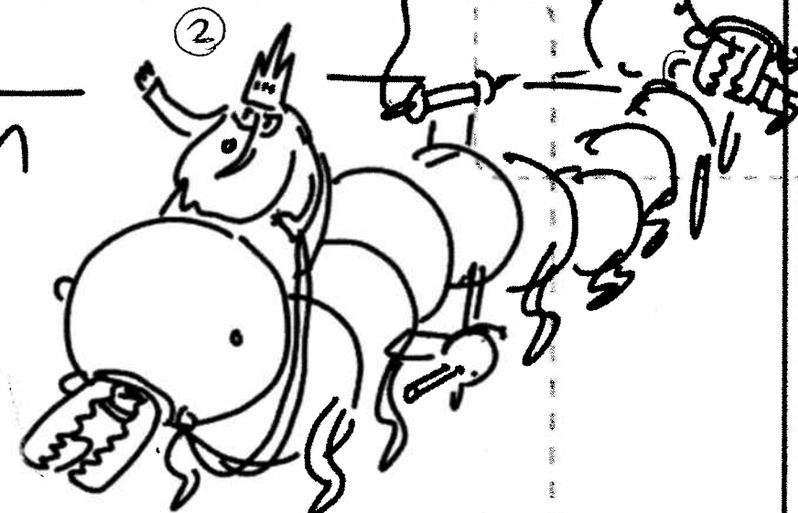
ADVENTURE TIME

Page 109

Sc. Pnl. Bg. day night

Sc. Pnl. B Bg. day night

Ik) Whoa!
Ico-pede!



Dialog:

Action:

Timing:

EPISODE #

Production :

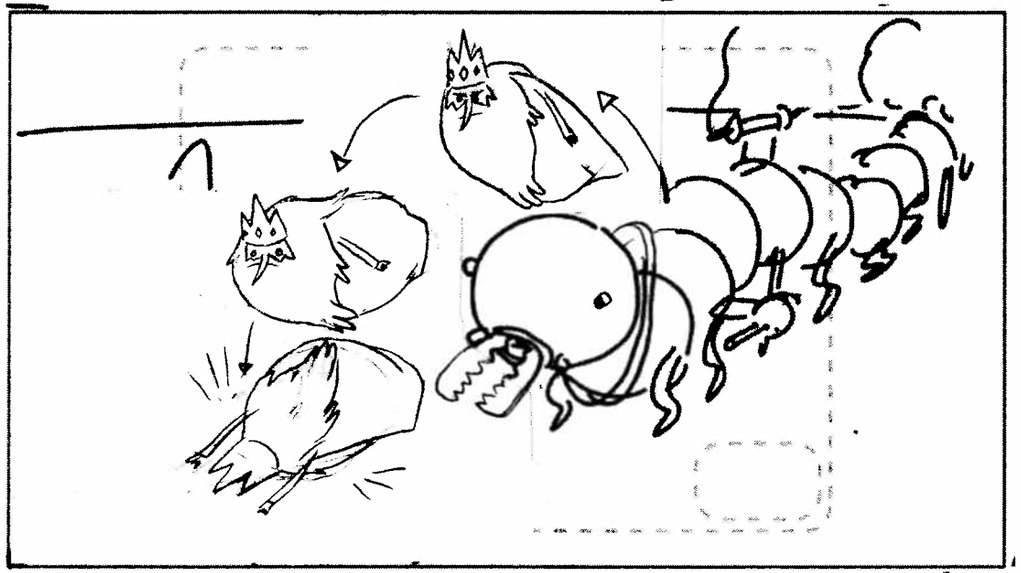
120

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes and may not be sold or auctioned.

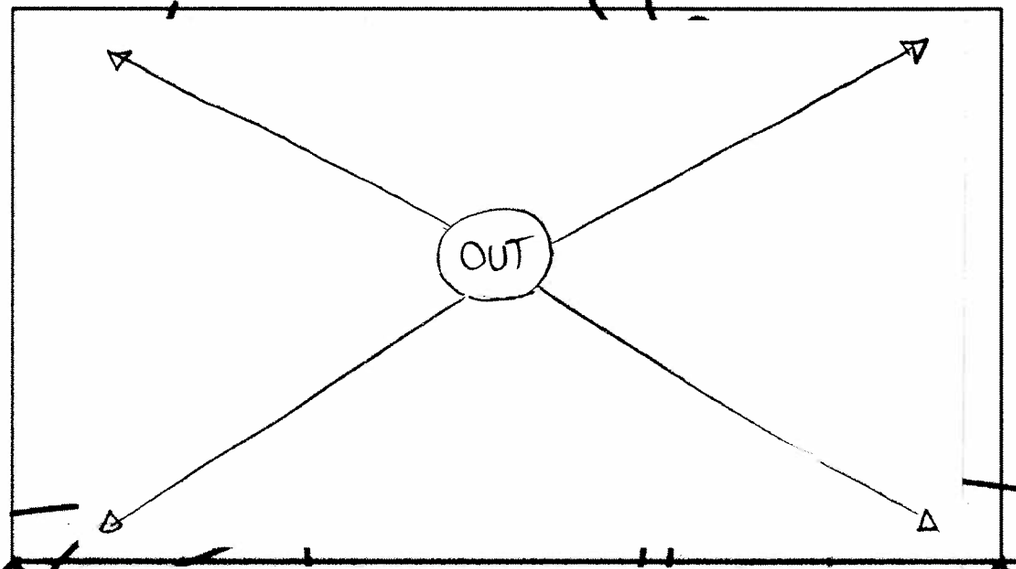
ADVENTURE TIME

Page 170

Sc. Pnl. C Bg. day night



Sc. Pnl. A Bg. day night



EPISODE #

Dialog

SFX: SMACK!

?

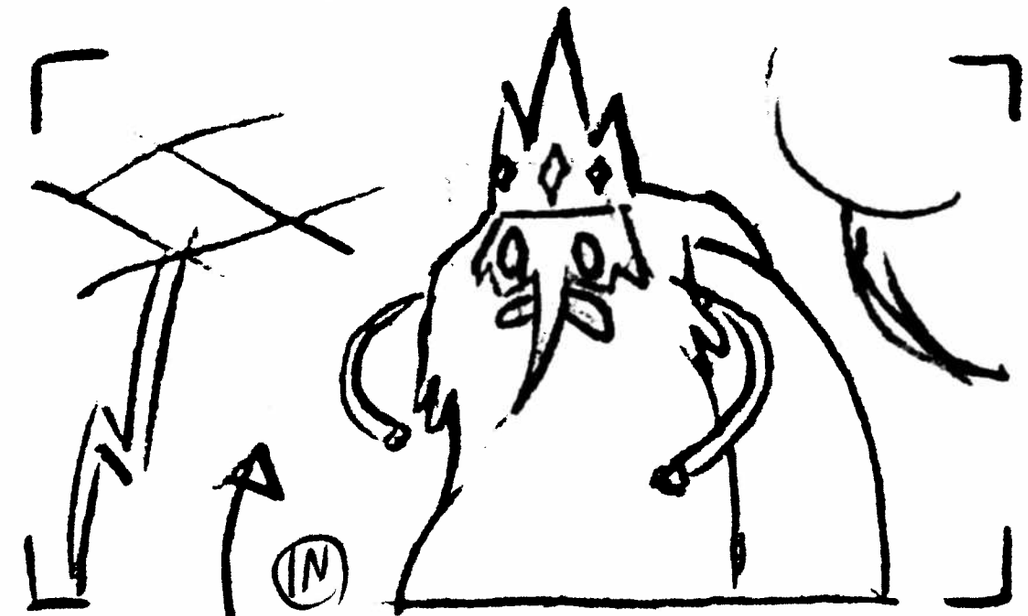
Action:

Timing:

Production :

121

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes and may not be sold or transferred.



IK: WHO GOES THERE...



IK: FINN!

Actions

Timings

172



IK: WHY CANT YOU EVER BE A PRINCESS!



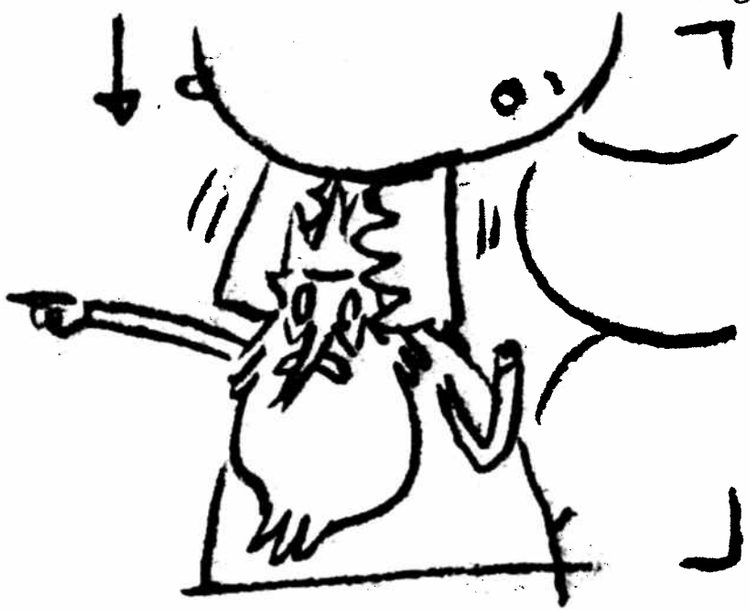
Action:

Timing:



IK: ICICEPEDE, ATTACK!

S/A

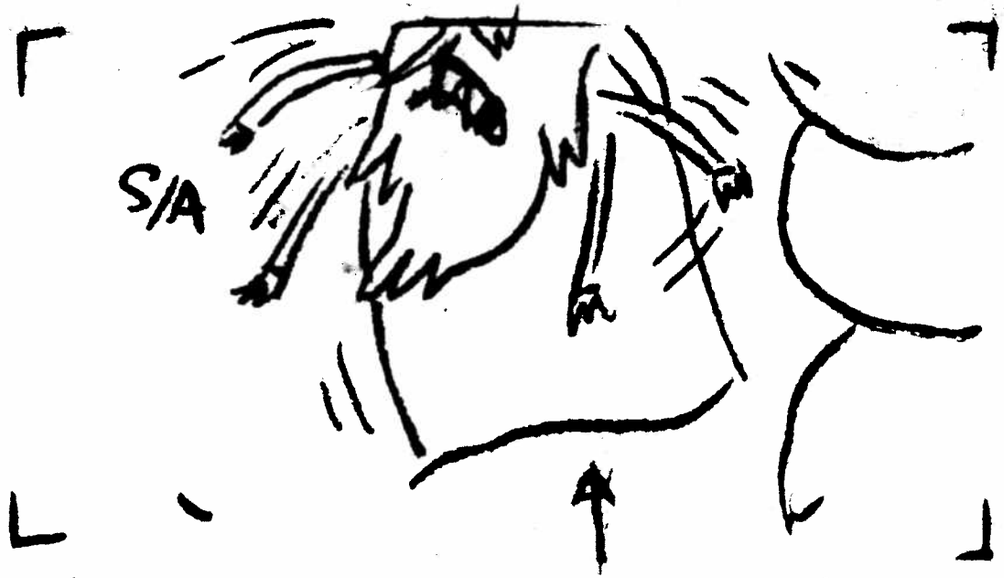


SFX: CRUNCH!

Audios

Timings

Production



IK: ICE-PEDE, NO!

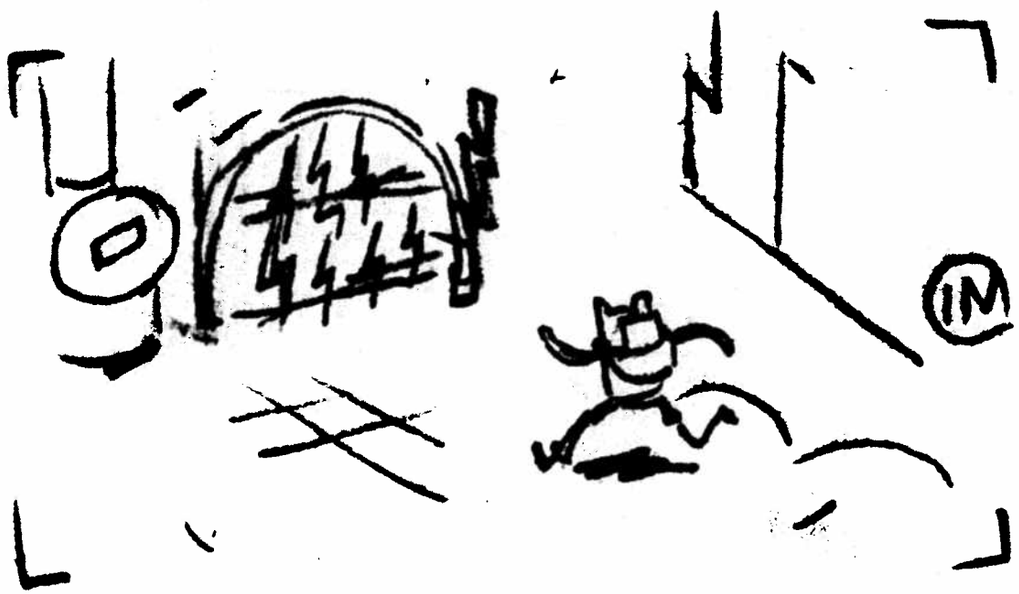


F: LET'S GRAB SOME LIGHNING AND GET OUTTA HERE!!

Action:

Timing:

Production





SFX: LASERS

Action

Timing



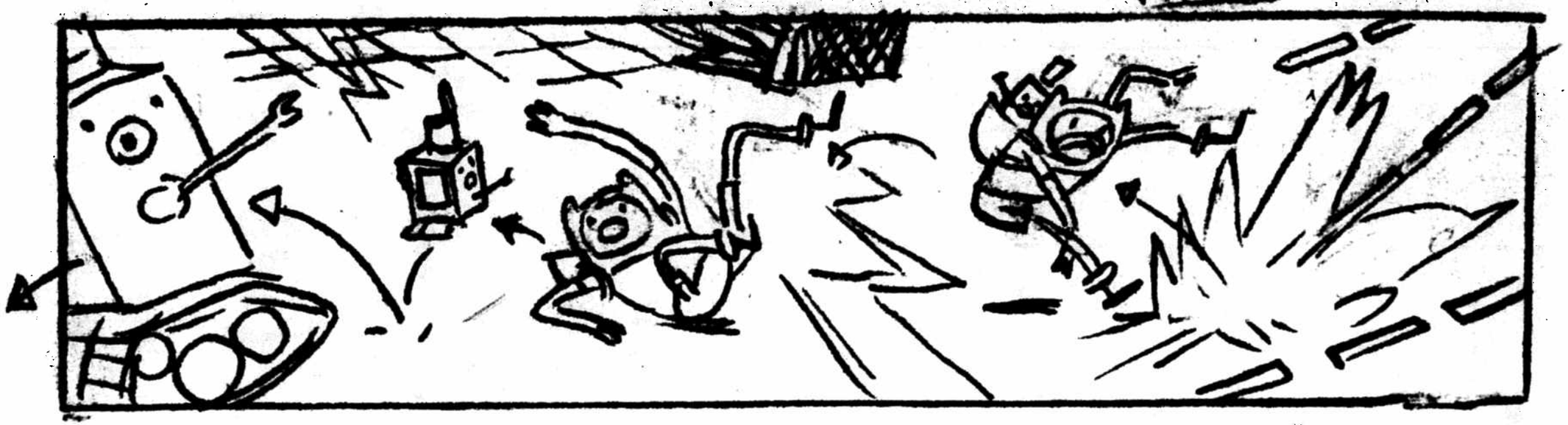
IK: HEEHEEHEE



IK: FINISH HIM OFF, MY SEMI-LOYAL PET.

Action:

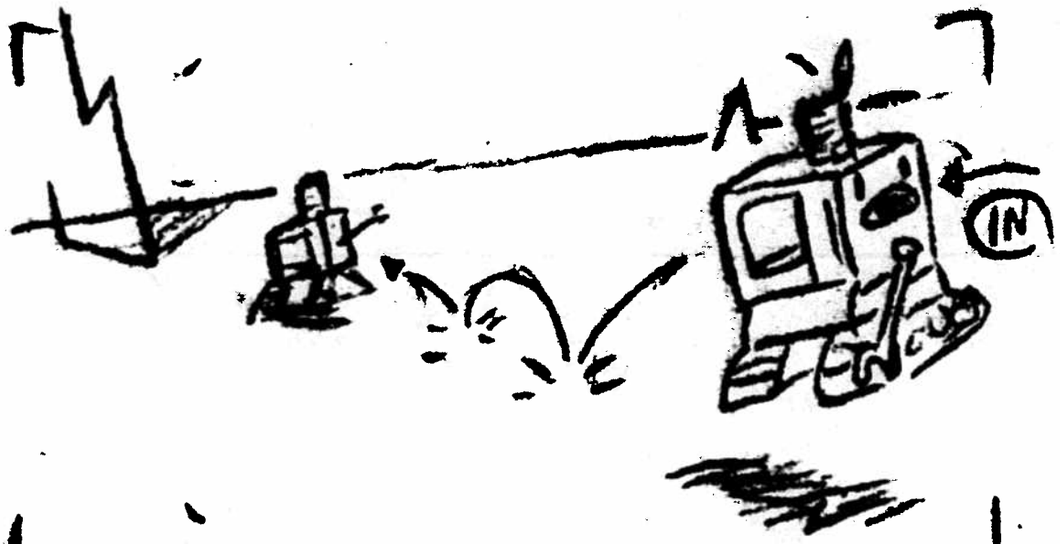
Timing:



Action:

Timing:

Production



N:



IK: AN INNOCENT BYSTANDER!

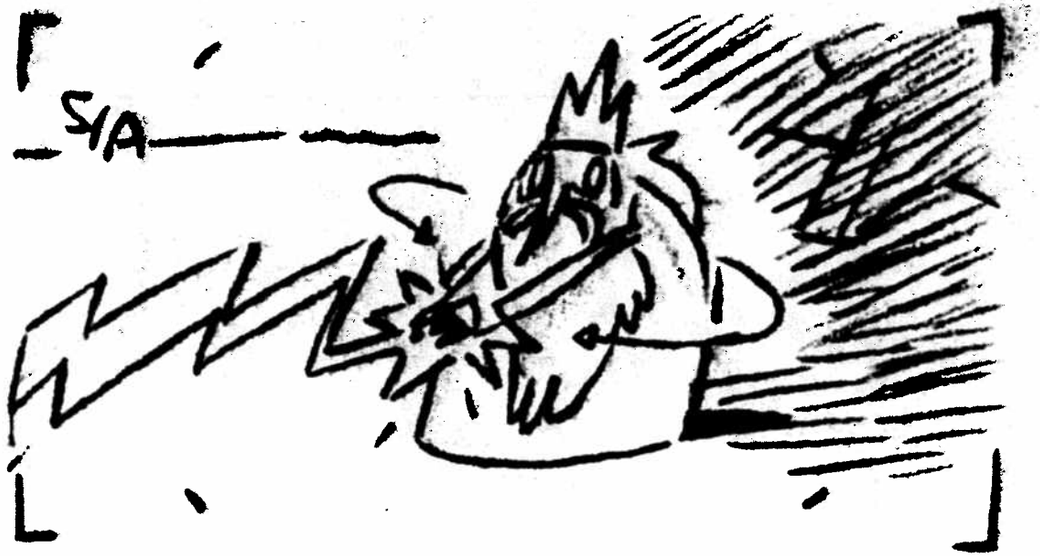
Action:

Timing:

Production

179

54A



* ZOW! *

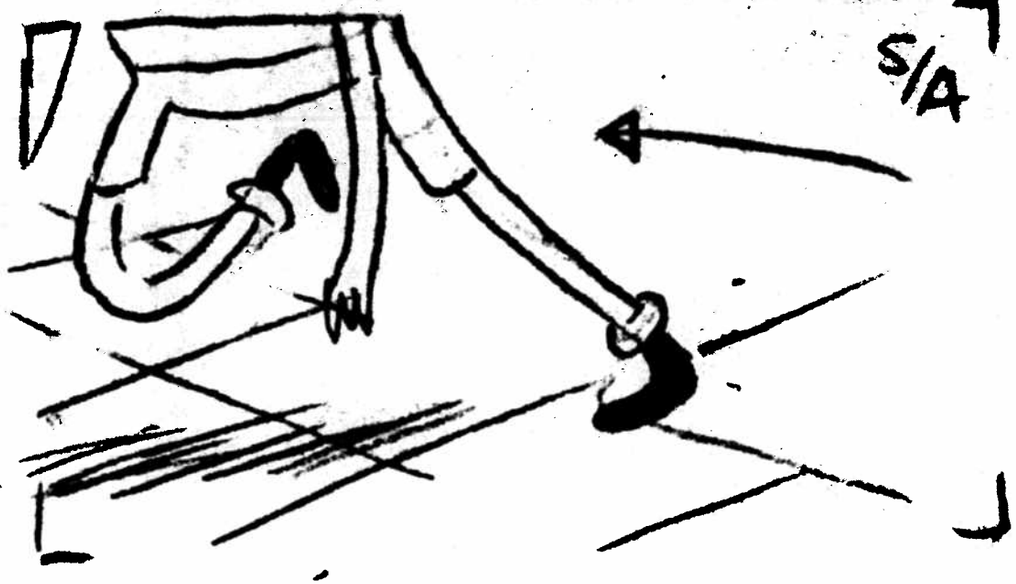


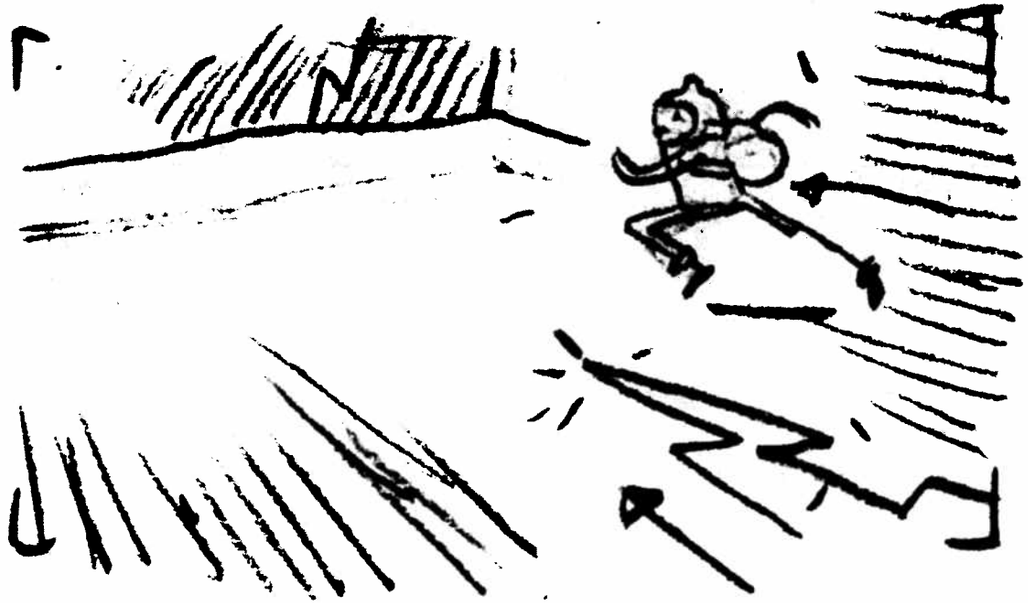
F: NEPTR!

Action

Things

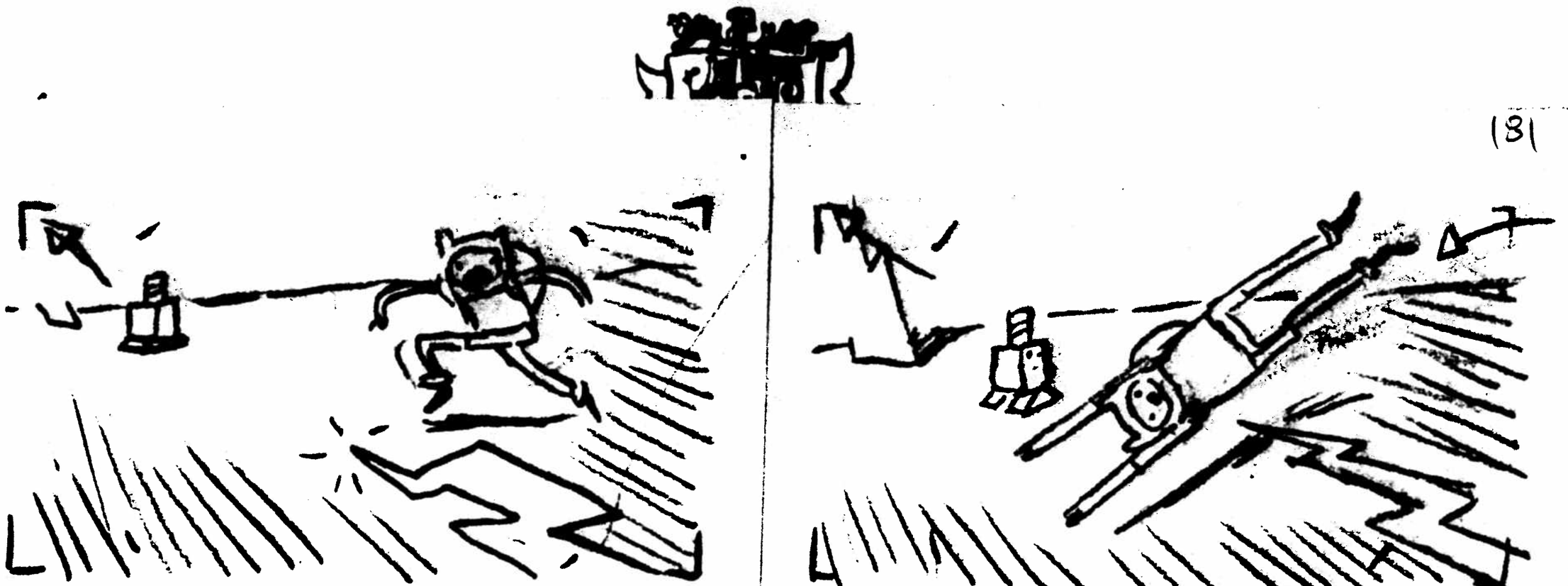
180





Actions

Things

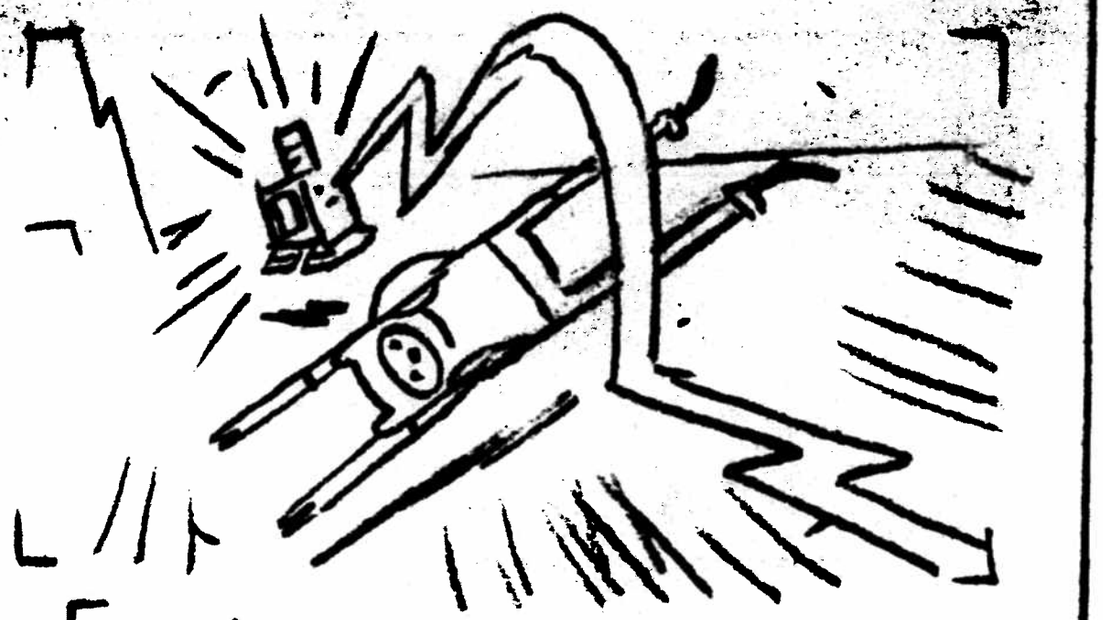


F: NO-O-O-O-O-O-O--

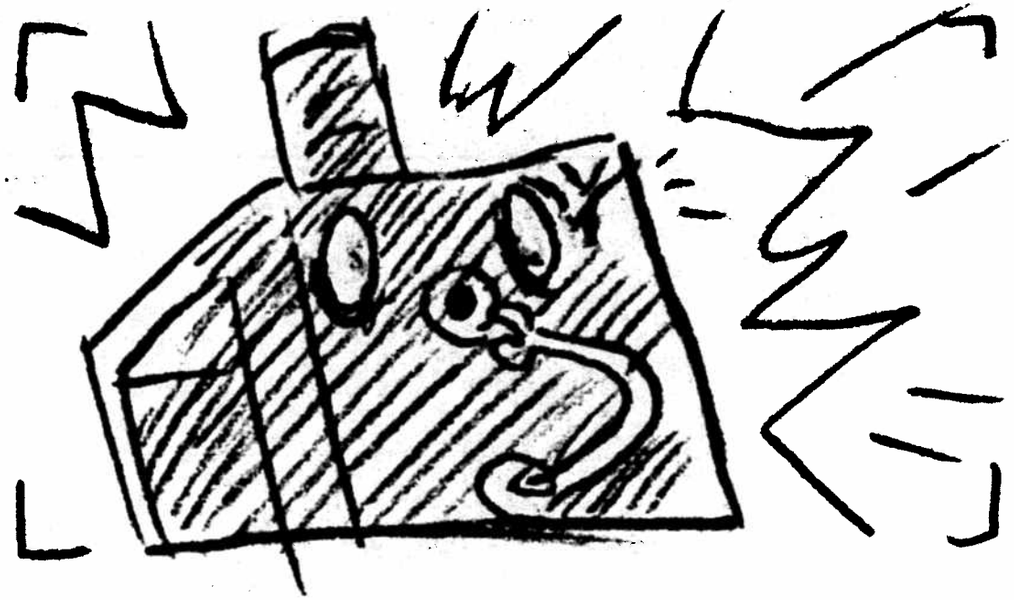
Action

Timing

Dialogue



F: AWW... SFX ZZKT!



N: OOO.

Action

Timing

Production



F: Noooo! --

SIP



F: OH YEAH, THAT'S WHAT WE WANTED TO HAPPEN...

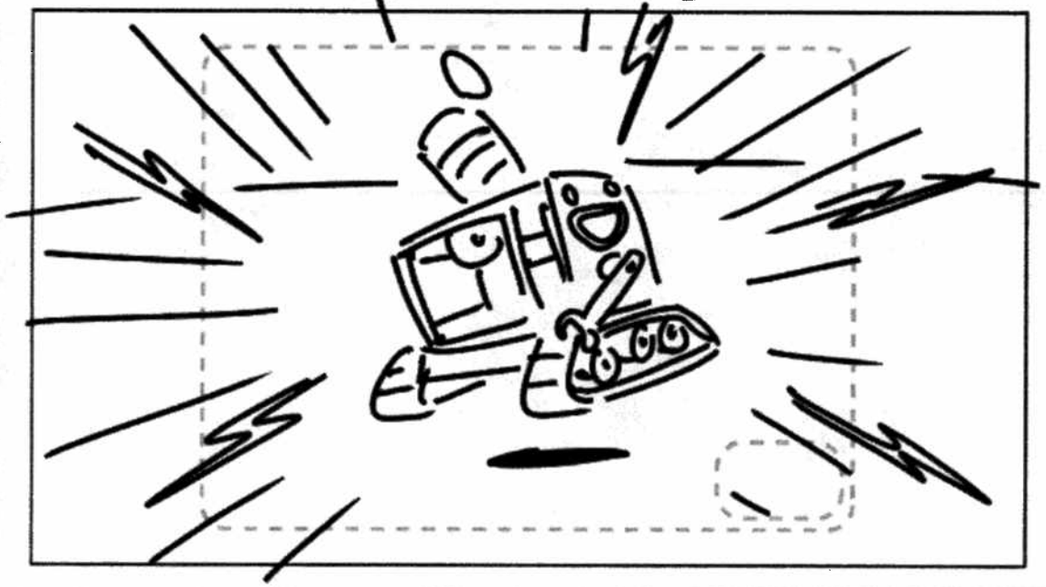
Action

Things

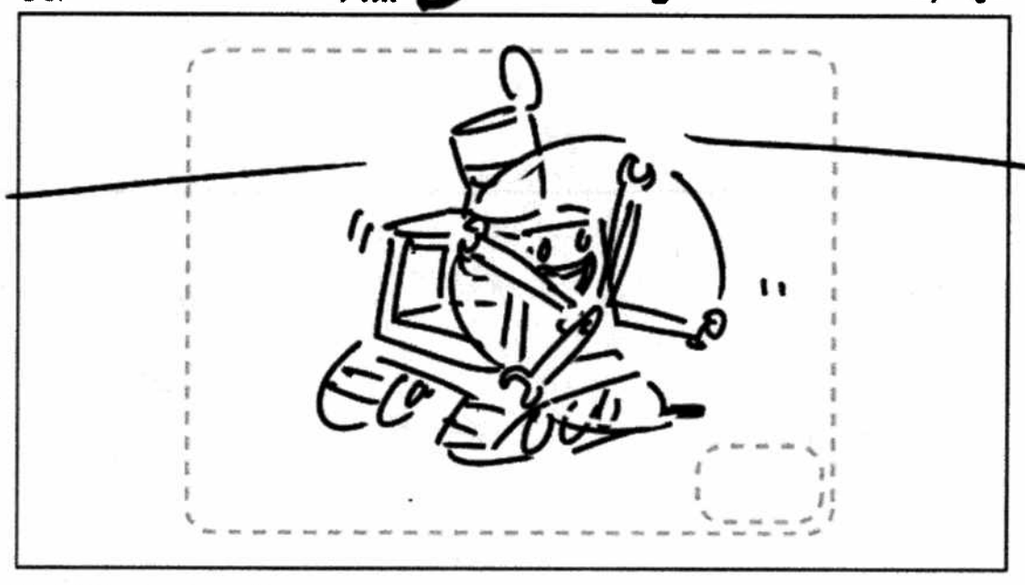
ADVENTURE TIME

Page 184

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

N) NEPTR IS FULLY FUNCTIONAL!!

Action:

Timing:

EPISODE #

Production :

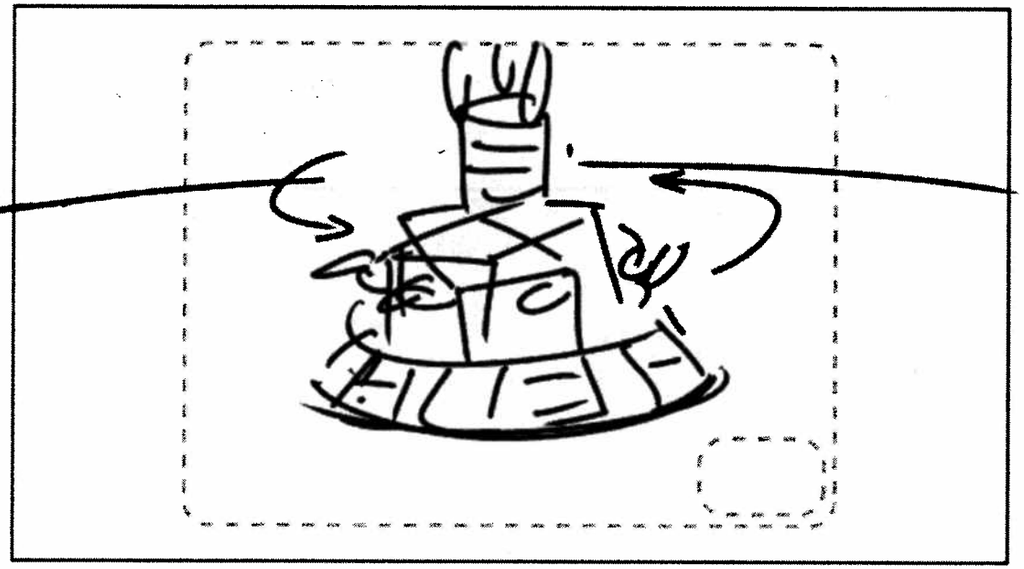
105

© 2009 this material is the property of Cartoon Network, Inc. It is unpublished and cannot be used for sales other than the studio authorized or used in any manner, except for production purposes, and may not be sold or exhibited.

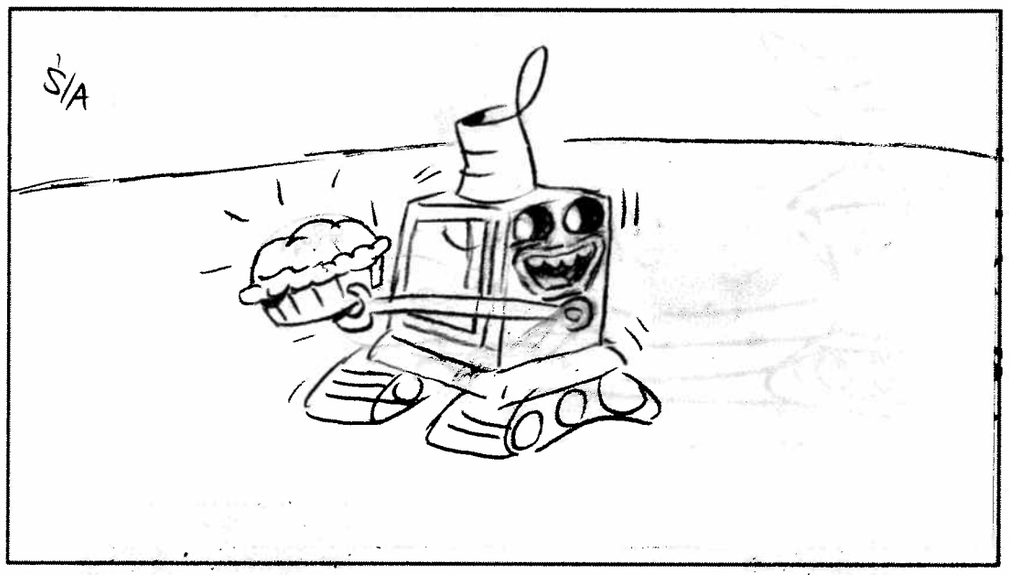
ADVENTURE TIME

Page 185

Sc. Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:

N: (DELIGHTED) HWAAAA!

SFX: VREEEEE!!

Action:

NEPTR TREMBLES WITH EXCITEMENT

Timing:

EPISODE #

Production :

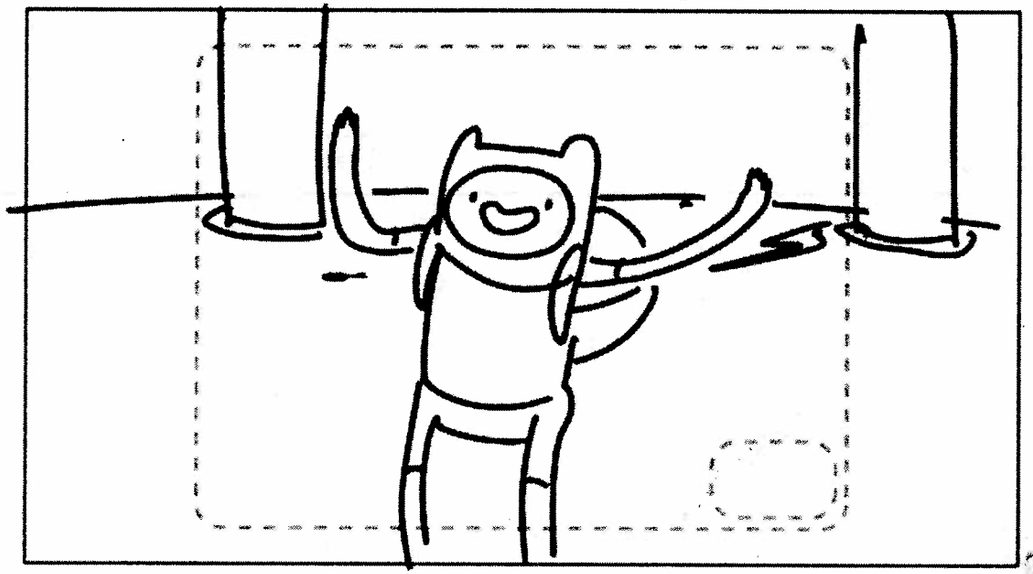
106

© 2009 This material is the Property of Time Cartoons Network, Inc. It is copyrighted and must not be reproduced in any manner, except for publication purposes, and may not be sold or exchanged.

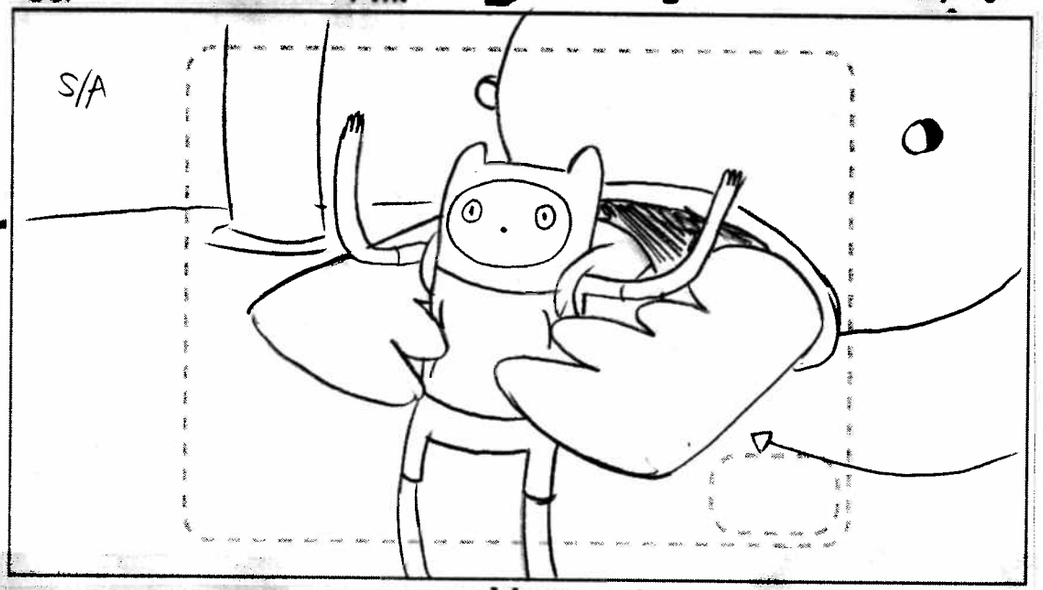
ADVENTURE TIME

Page 186

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: F) Neptr! Yeah!

SFx: KRUNCH

Action:

Timing:

EPISODE #

Production :

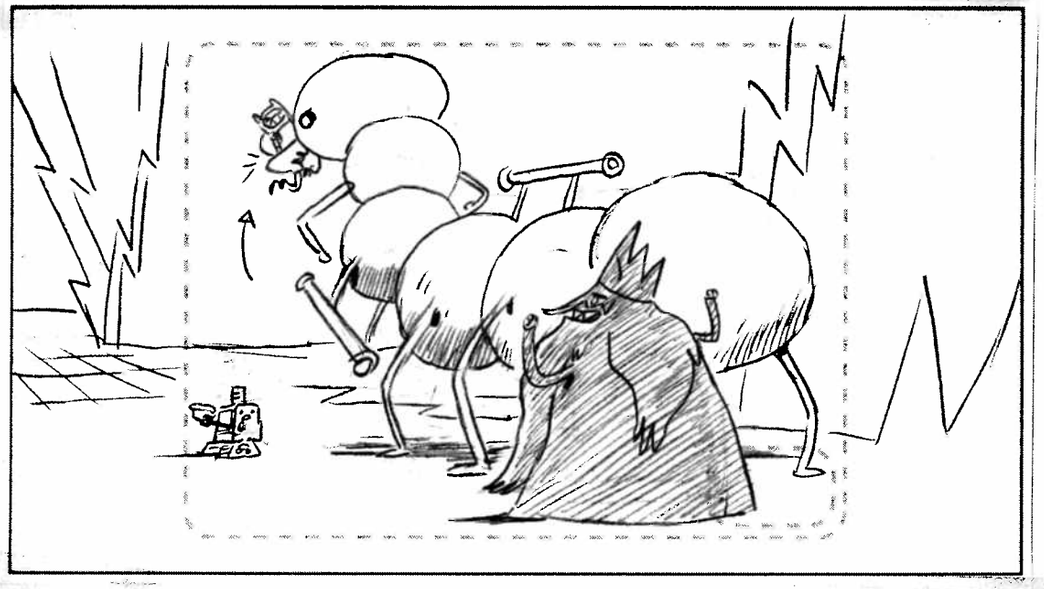
107

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and protected by copyright laws. Any unauthorized use, duplication or copying is prohibited.

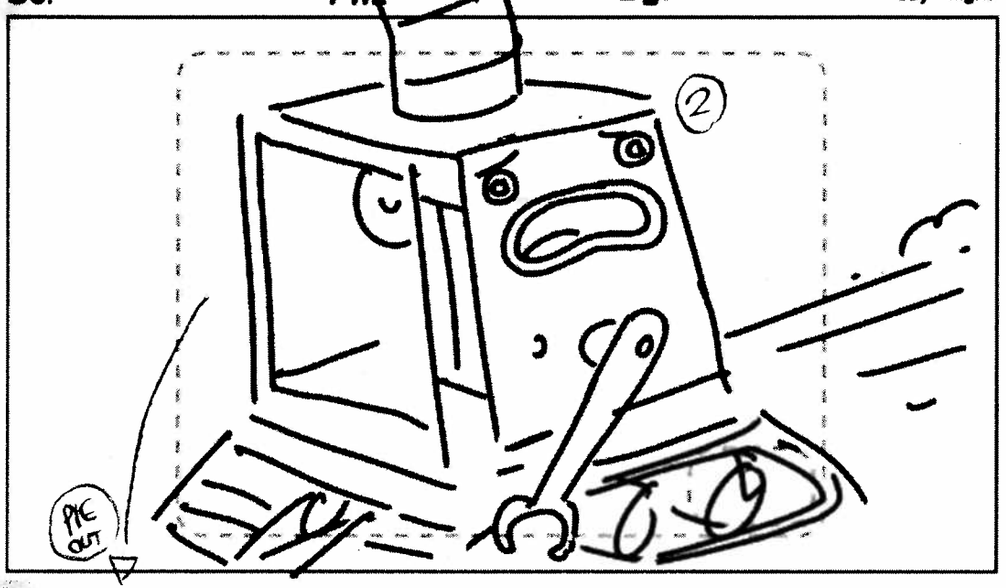
ADVENTURE TIME

Page 187

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

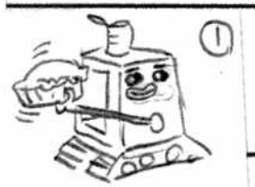
IK: CRUSH HIM! CRUSH HIM LIKE YOU CRUSHED ME

E) *struggling sounds*

N) Creator?

SFX: SPLAT

Action:



Timing:

EPISODE #

Production :

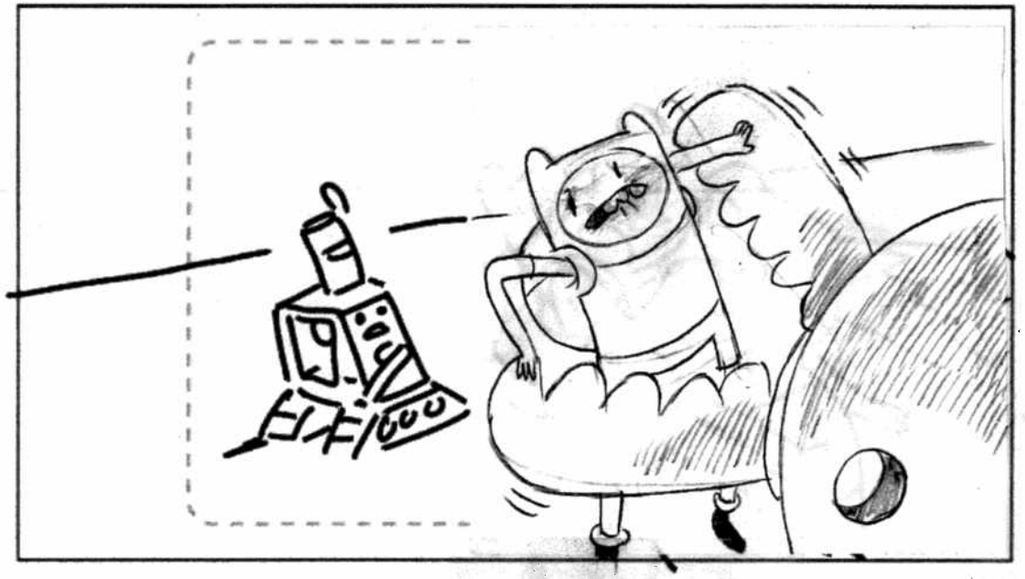
110

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and considered confidential. Any duplication, disclosure or sale is an infringement of copyright laws and may be subject to civil or criminal penalties.

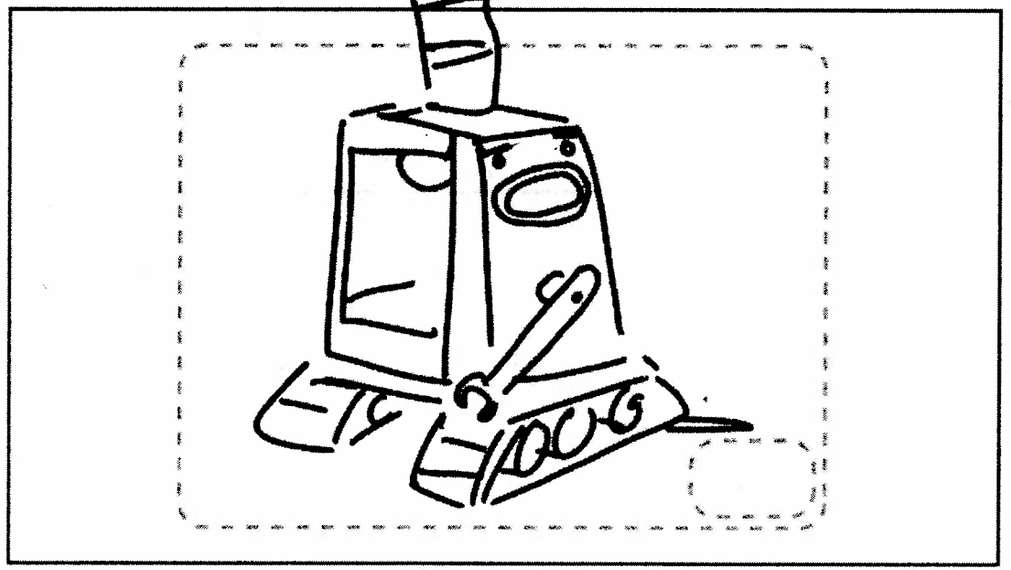
ADVENTURE TIME

Page 188

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

F) COULD YOU HELP ME OUT HERE, NEPTR? THROW A PIE IN HIS EYE

N) But my prime directive is TO PRANK JAKE! JAKE! ...

DO MY ROBO-ETHICS ALLOW ME TO PRANK THIS--

Action:

Timing:

EPISODE #

Production :

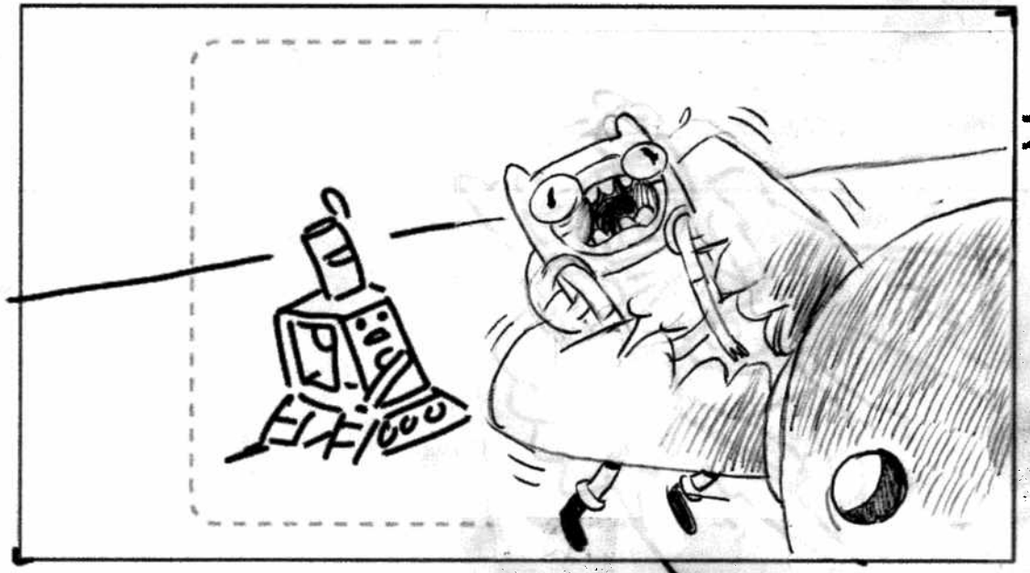
111

© 2011 All material is the Property of Cartoon Network, Inc. It is prohibited and covered by the laws that the media, duplicated or used in any manner, except for production purposes, and may not be sold or rented.

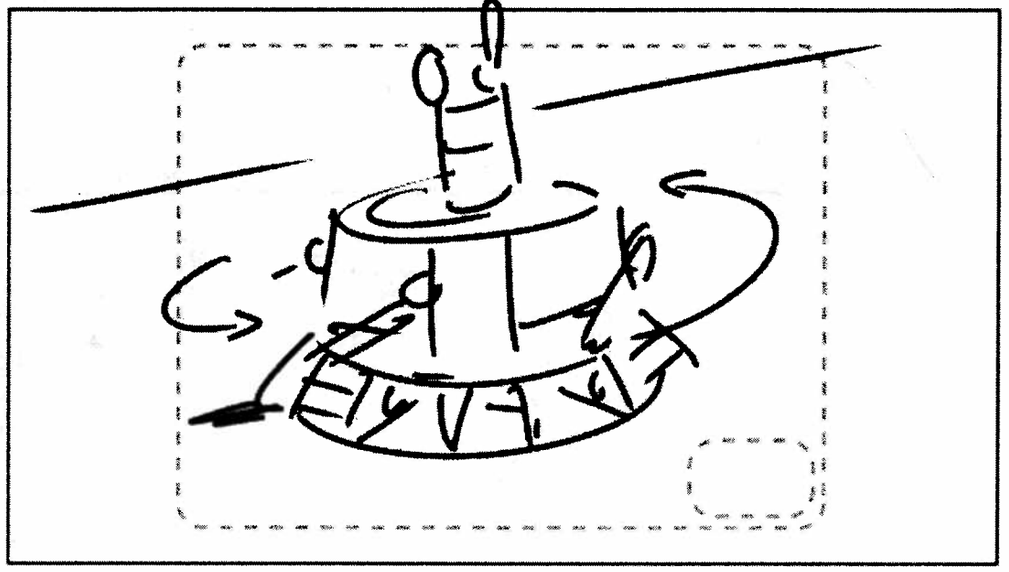
ADVENTURE TIME

Page 189

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

F) (BEING CRUSHED) NEPTR, THE ... PIES ...

Pies!

N) OH, RIGHT ...

Action:

Timing:

EPISODE #

Production :

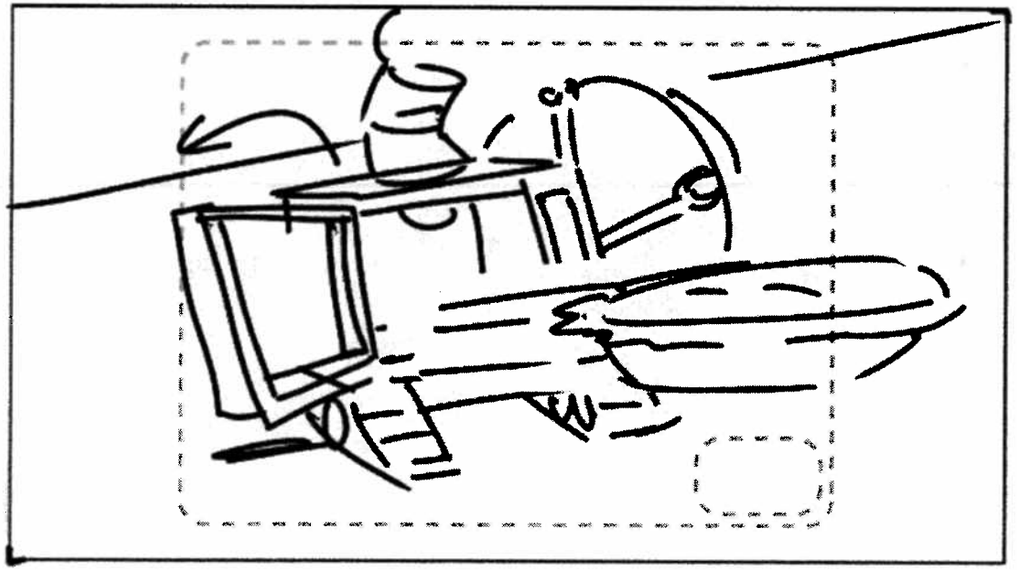
112

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

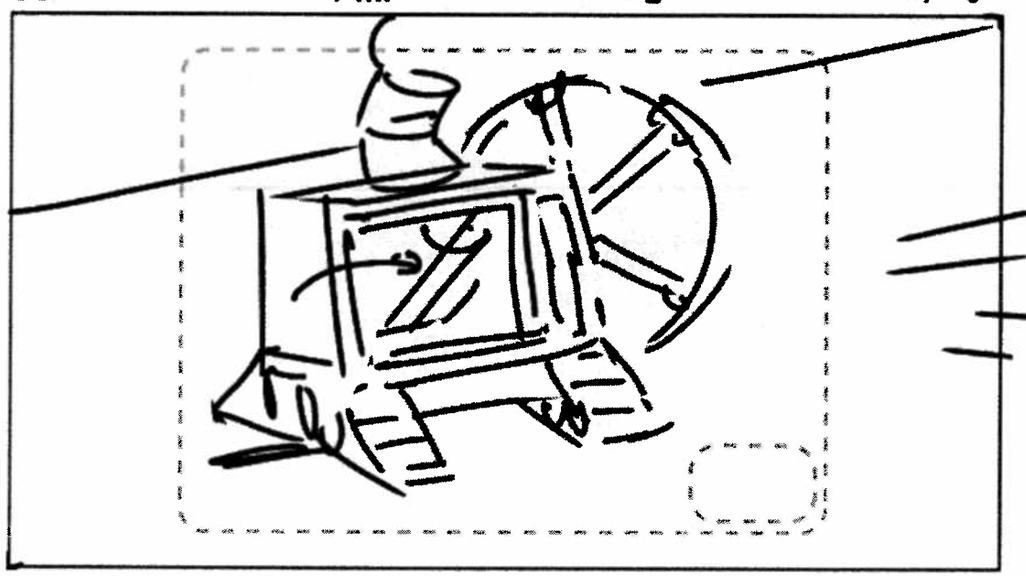
ADVENTURE TIME

Page 190

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



EPISODE #

Dialog:

Cycle 3x's.

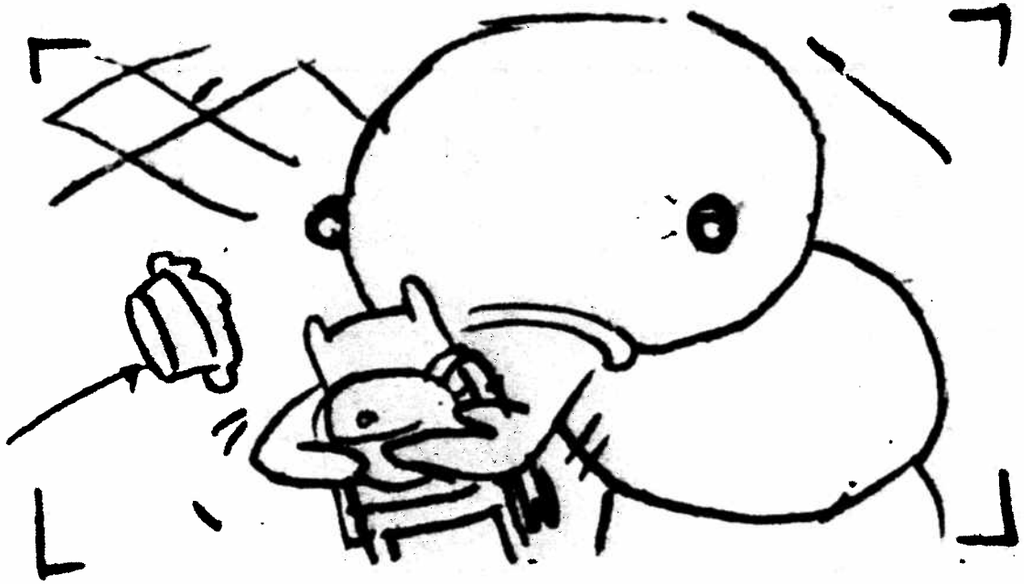
Action:

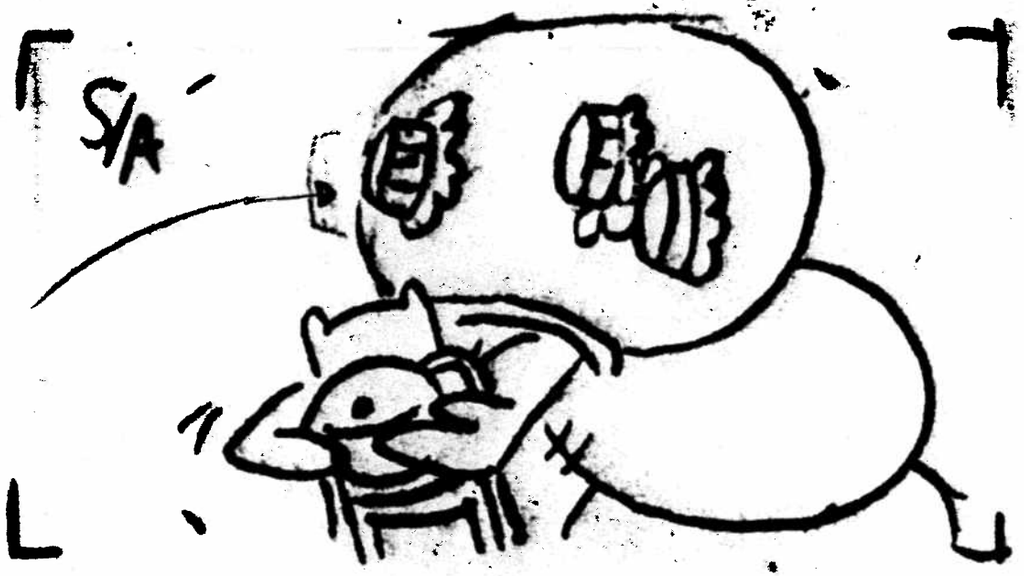
Timing:

Production :

113

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes and may not be sold or transferred.





SFX: WHAP WHAP WHAP!

Action

Timing

9A





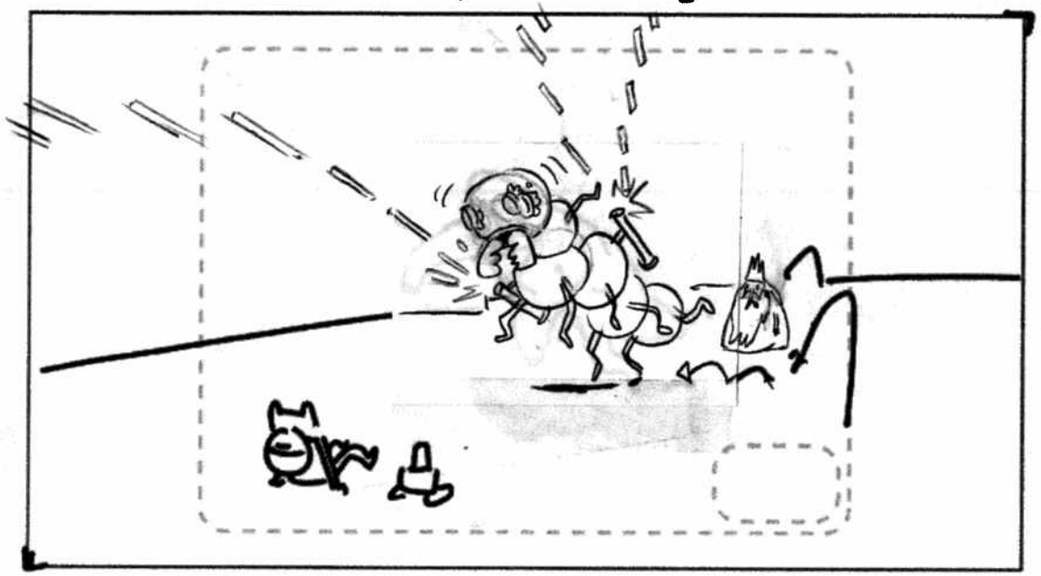
ICEPEDE: [SCREECH!]

Action

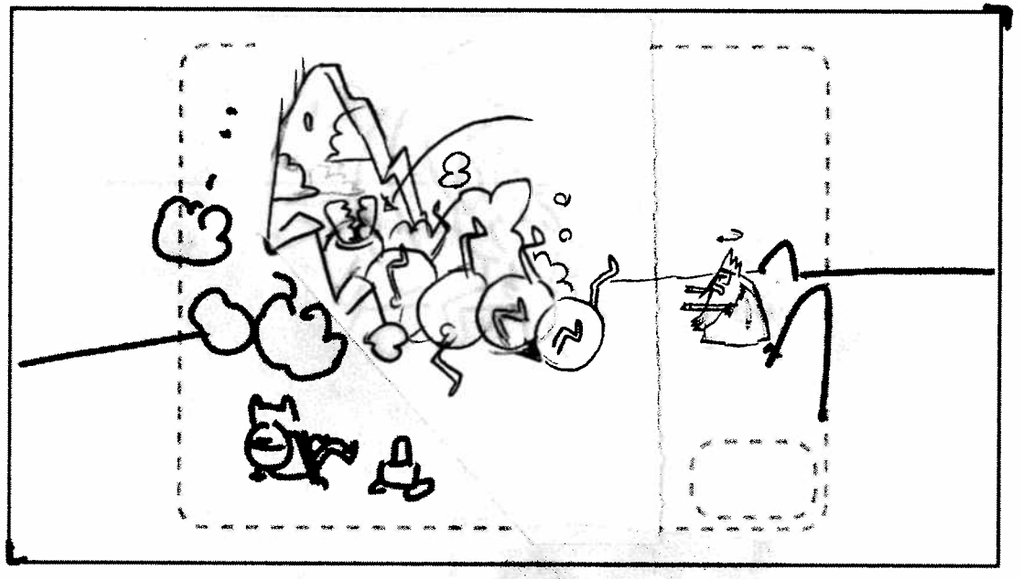
Timing

ADVENTURE TIME

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

ICEPEDE: [GROANING]

IK: AW, C'MON!

SFX: KOOM!!

Action:

Timing:

EPISODE #

Production: 116

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



F: MAN, NEPTR! WHAT WAS IN THOSE PIES!?



SFX: ZKOW.!

Action

Things

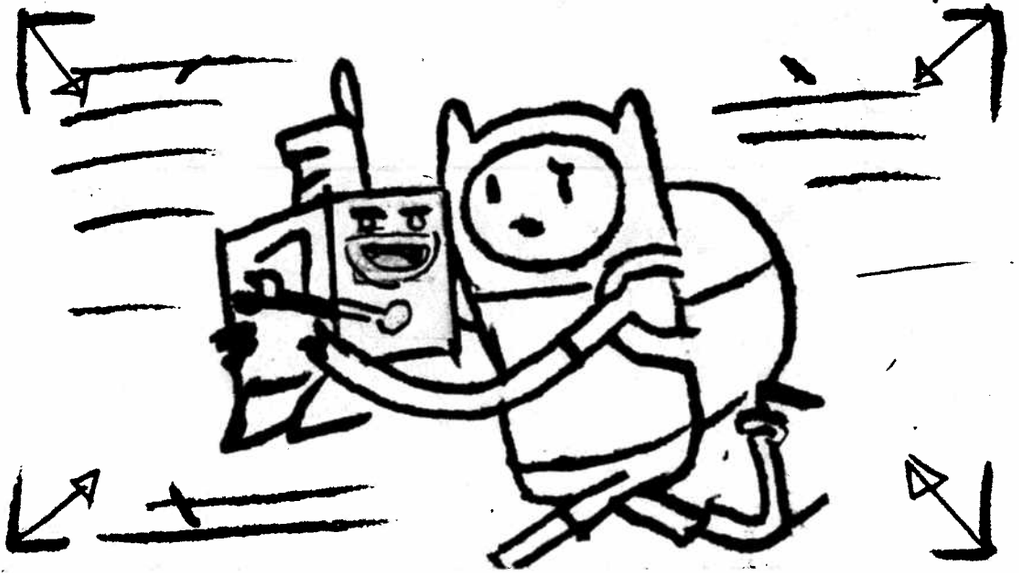


195

BG



N) JUST BOISONBERRIES... HEHHEH...



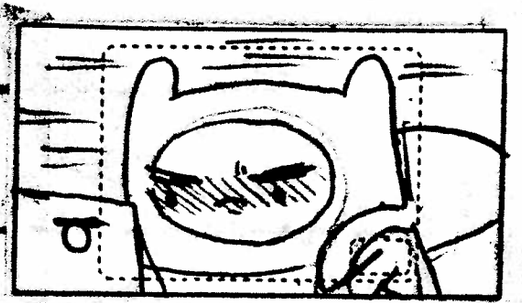
N: AND ALSO ... POISON...

Actions

Thinks



Hehhehheh...

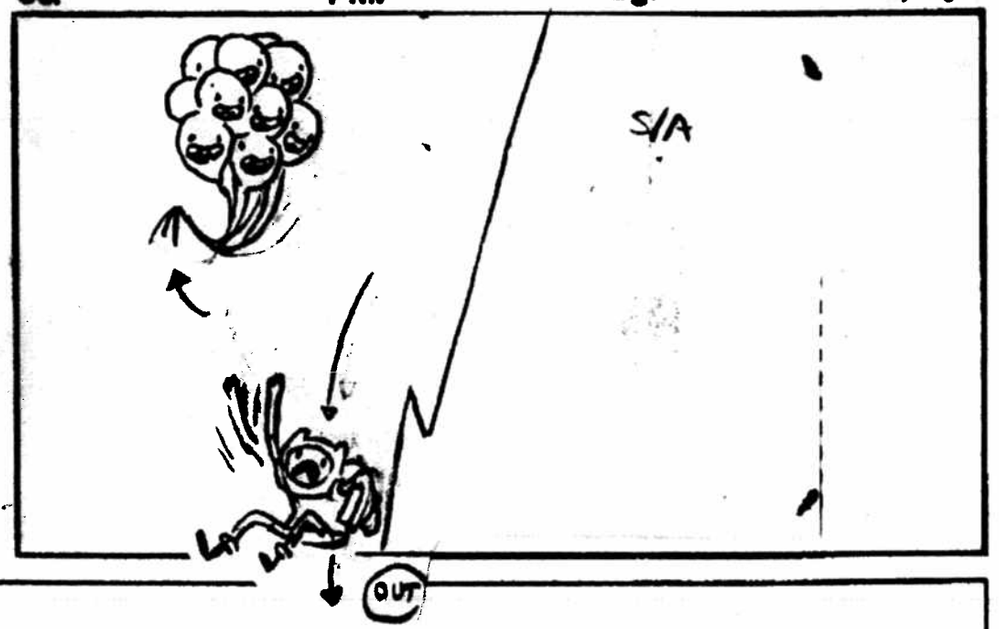


F: (V/O) Neptr is acting ... DIFFERENT!!?

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

BALLOONS: QUICK, FINN! JUMP!!

F: NYUHH!

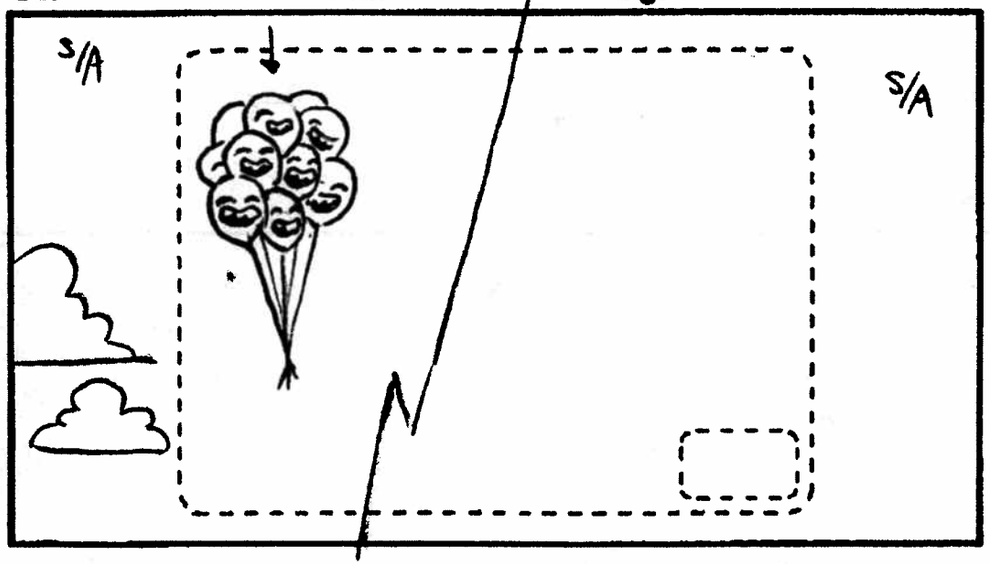
Action:

Timing:

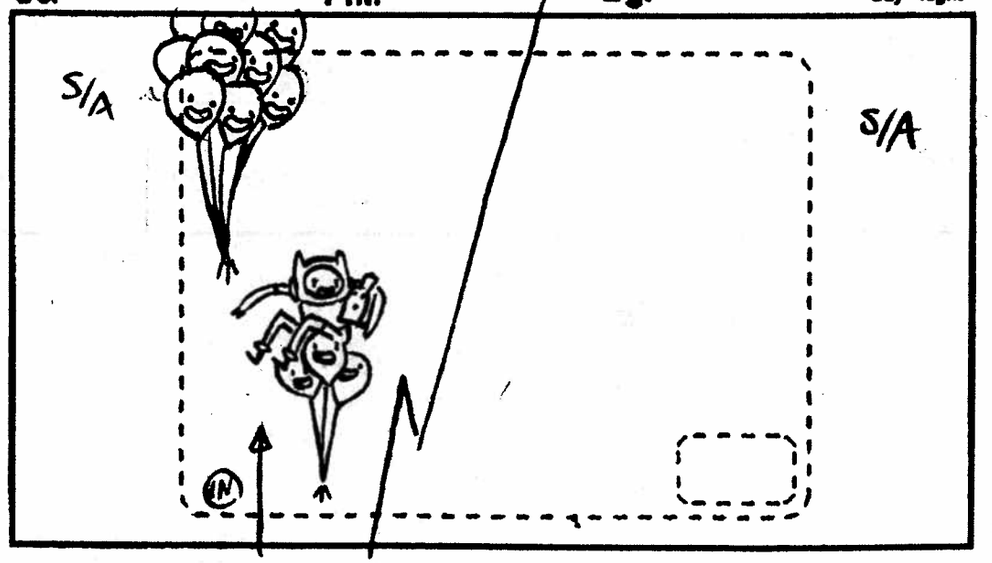
EPISODE

Production

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

BALLOONS: HAWHAWHAW!!

F: AW, YOU GUYS GOT ME!

Action:

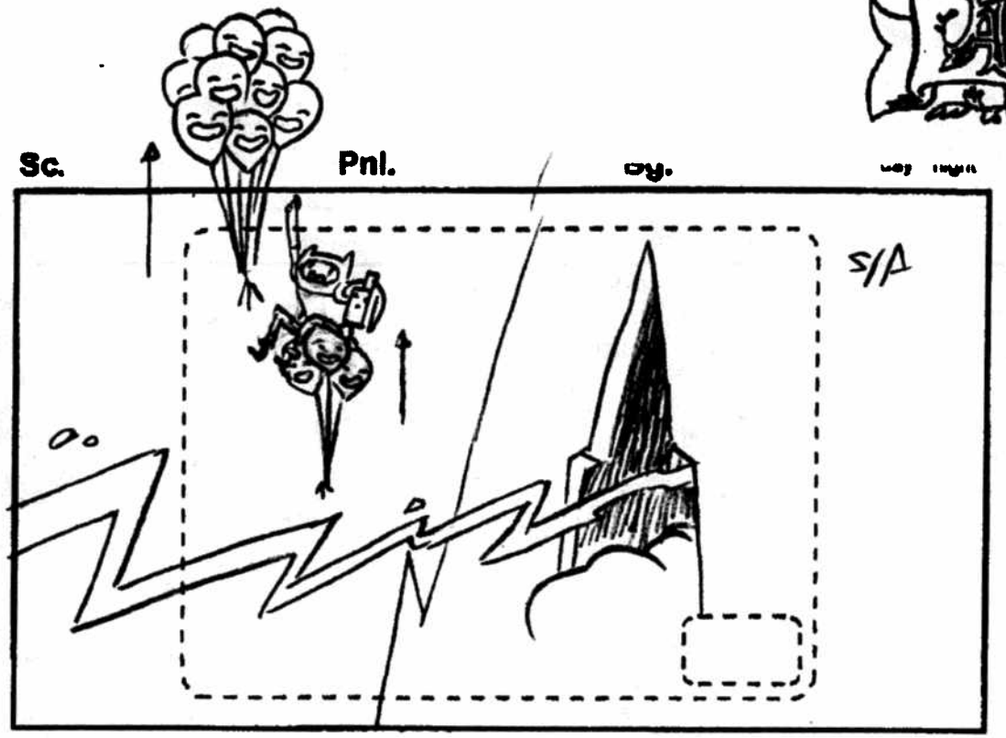
Timing:

EPISODE #

Production :

Page 198

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



EPISODE

Dialog:

F&B: [LAUGHING CONTINUES]

SFX: KRAKOW!!

IK hehhehhahheh.

Action:

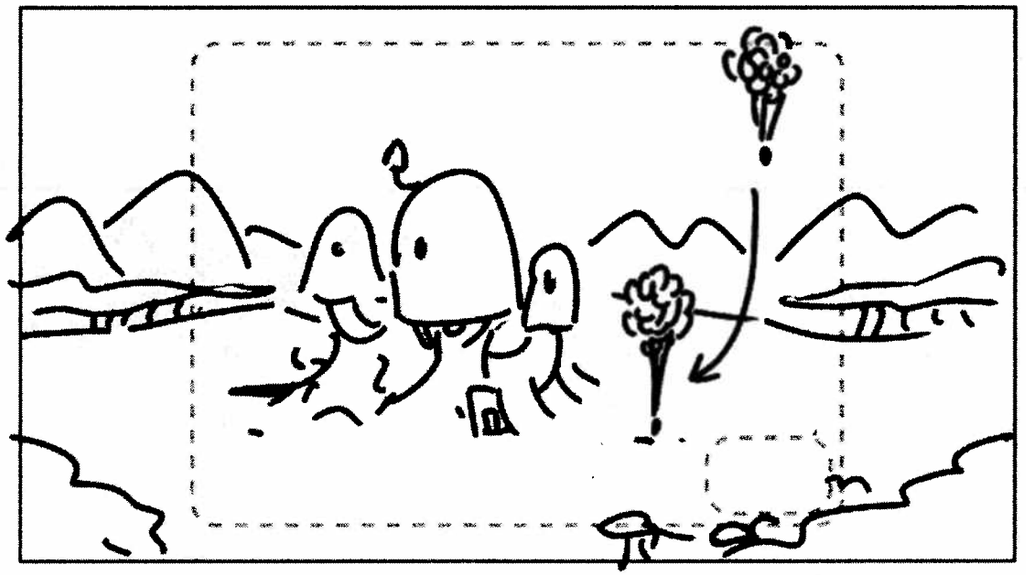
Timing:

Production

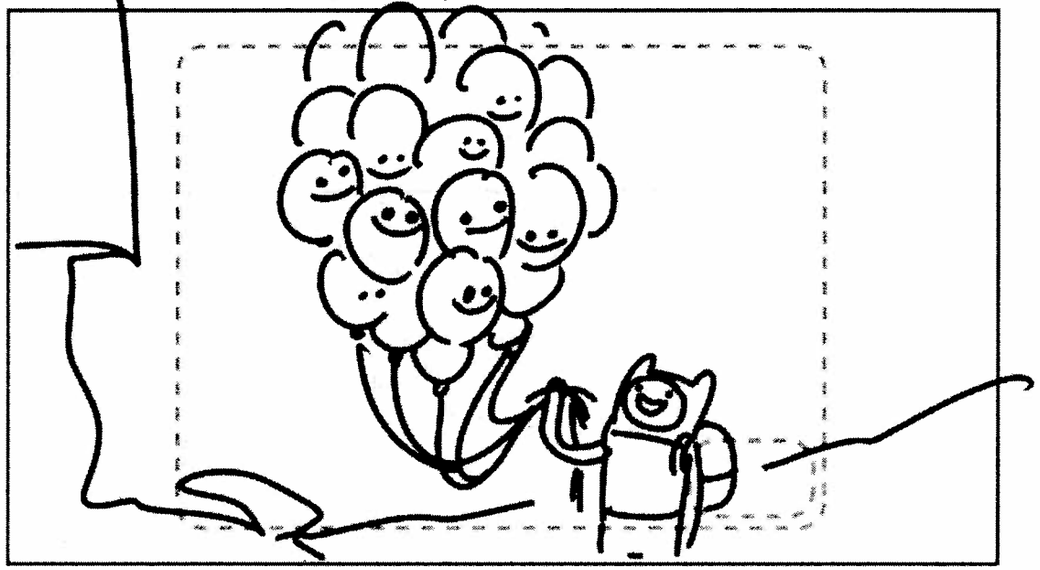
© 2003 Ths. material is the property of The Cartoon Network, Inc. It is unlawful for any person to publish, broadcast, exhibit or use in any manner without the express written permission of The Cartoon Network, Inc.

ADVENTURE TIME

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



EPISODE #

Dialog:

F) THANKS, GUYS. YOUR BLOOD OATH IS FULFILLED...

Action: Wide on Awesome fort.

Timing:

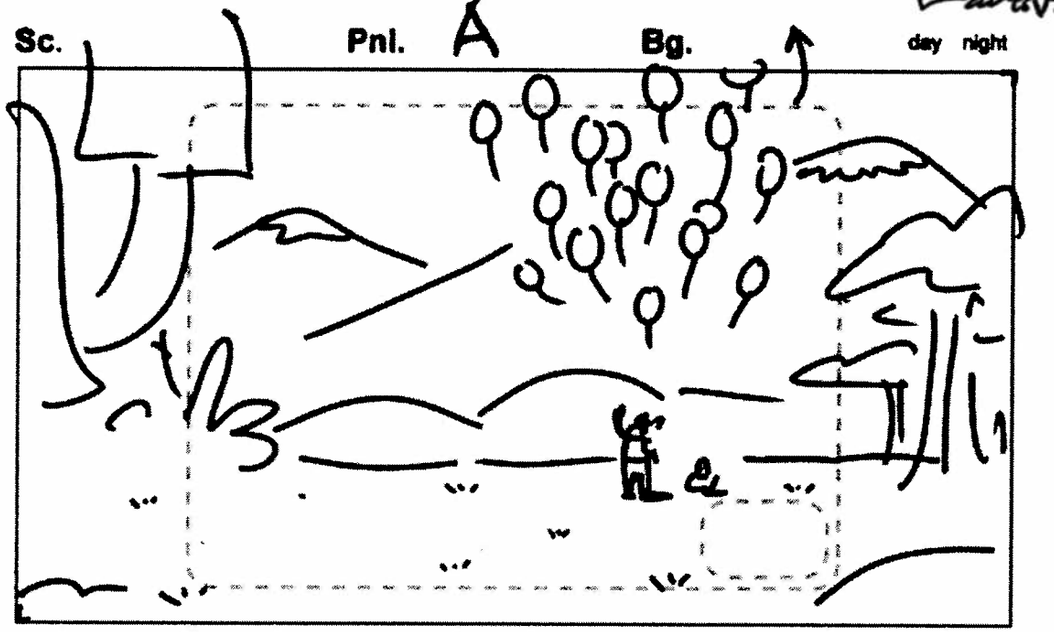
Production #

© 2010 This material is the Property of Cartoon Network, Inc. It is unpublished and may not be seen outside the studio, duplicated or used in any manner except for preliminary purposes, and may not be sold or licensed.

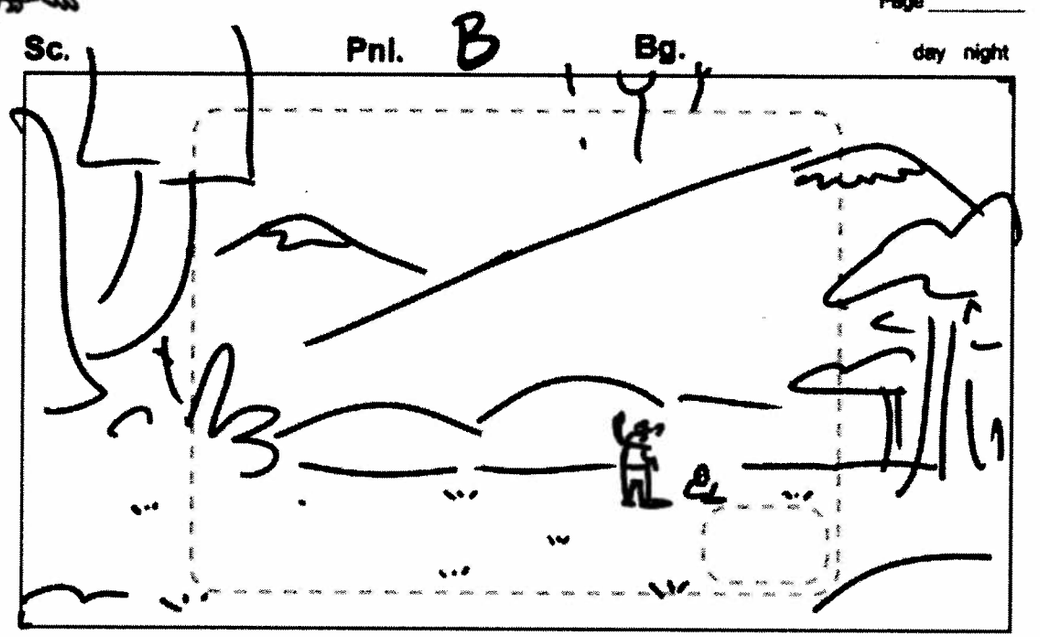
ADVENTURE TIME

Page 20

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



EPISODE #

Dialog:

F: RETURN! TO THE ATMOSPHERIC TIDES FROM WHENCE YOU CAME!

BALLOONS: HA HA HA! YEAH! TO THE MESOPHERE!

[JOYOUS WALLA]

OLD BALLOON: FINALLY, WE CAN DIE!...

Action:

Timing:

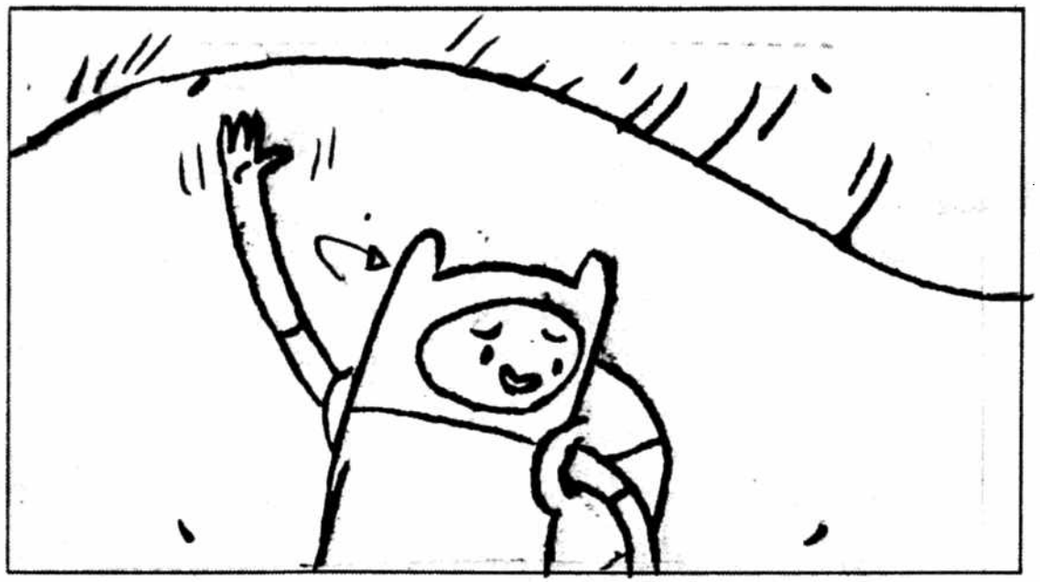
Production :

124

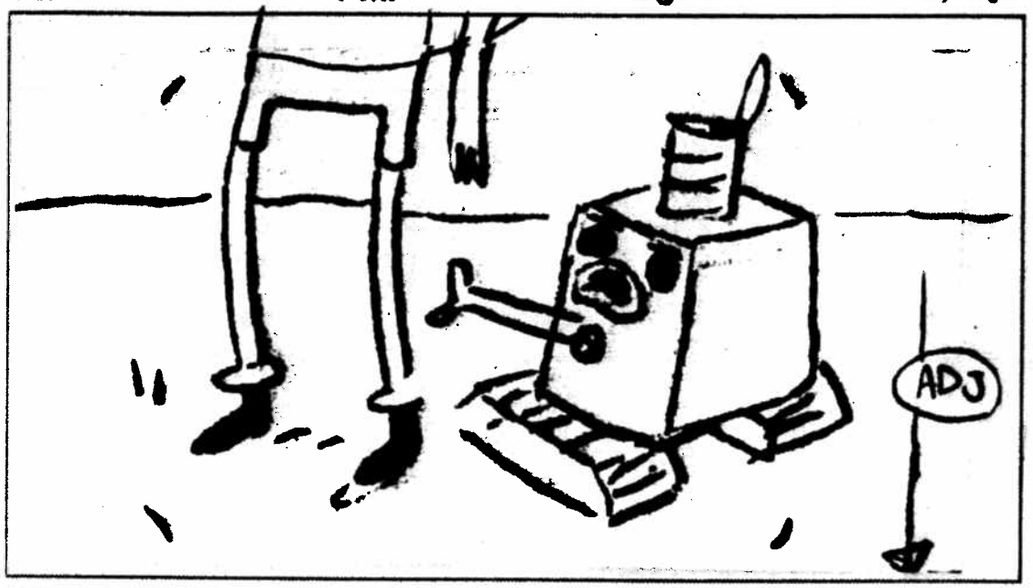
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be seen outside these walls, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: F: SO... UM, READY TO FULFILL YOUR PRANKING DIRECTIVE, NEPTR?

N: I AM TROUBLED, CREATOR...

Action:

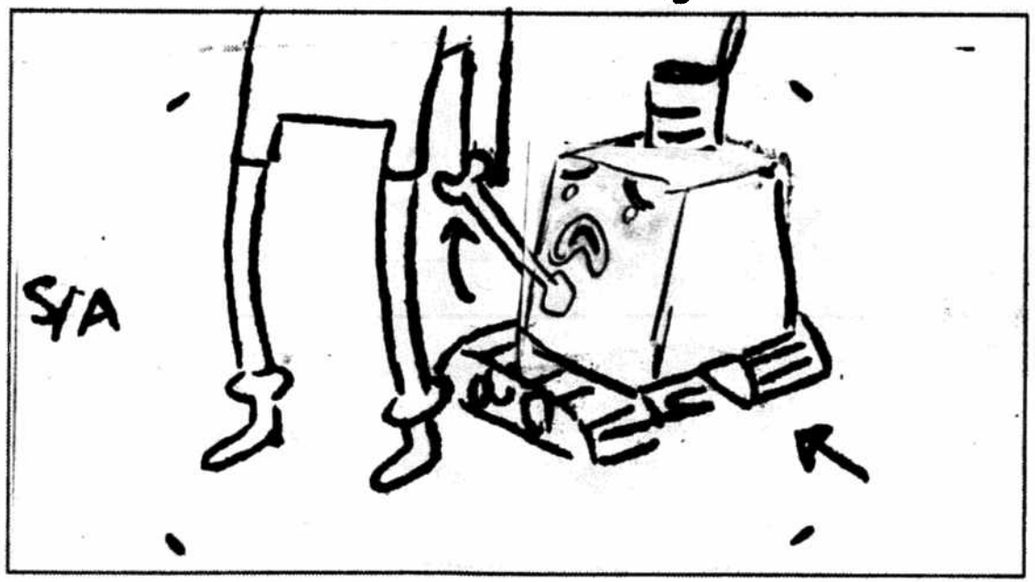
Timing:

EPISODE #

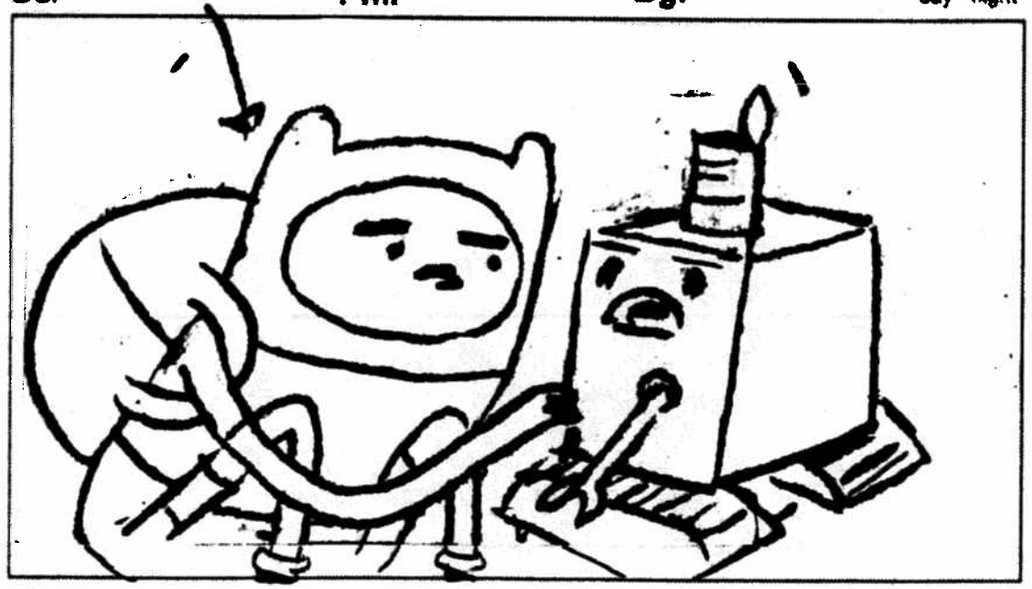
Production :

© This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for preliminary purposes, without our written consent.

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

N: TROUBLED BY A SUDDEN URGE TO... COLLECT PRINCESSES...

F:(SOBER) NEPTR...

Action:

Timing:

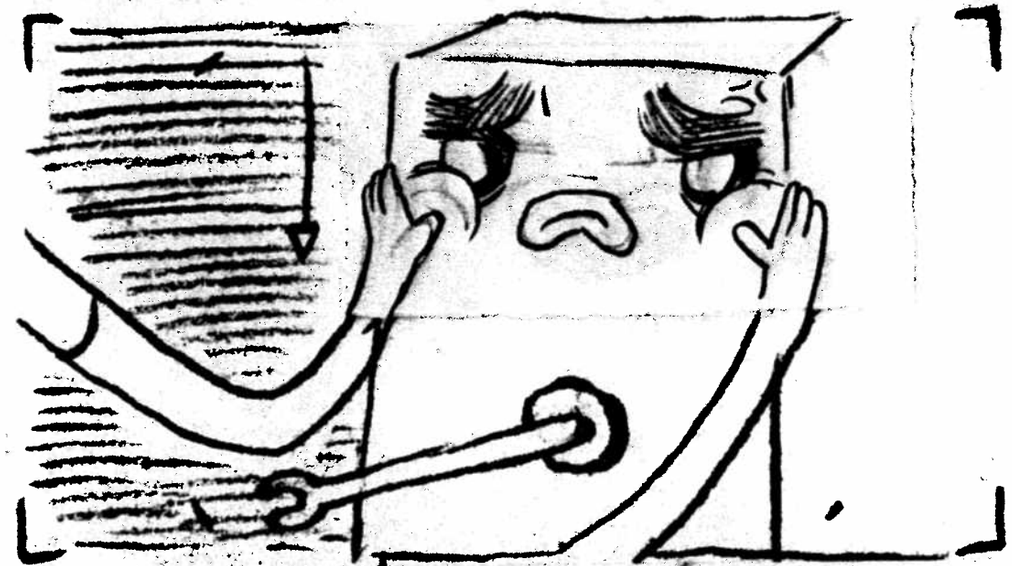
EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and may not be transmitted, reproduced, distributed or used in any manner except with the prior written permission of Cartoon Network.



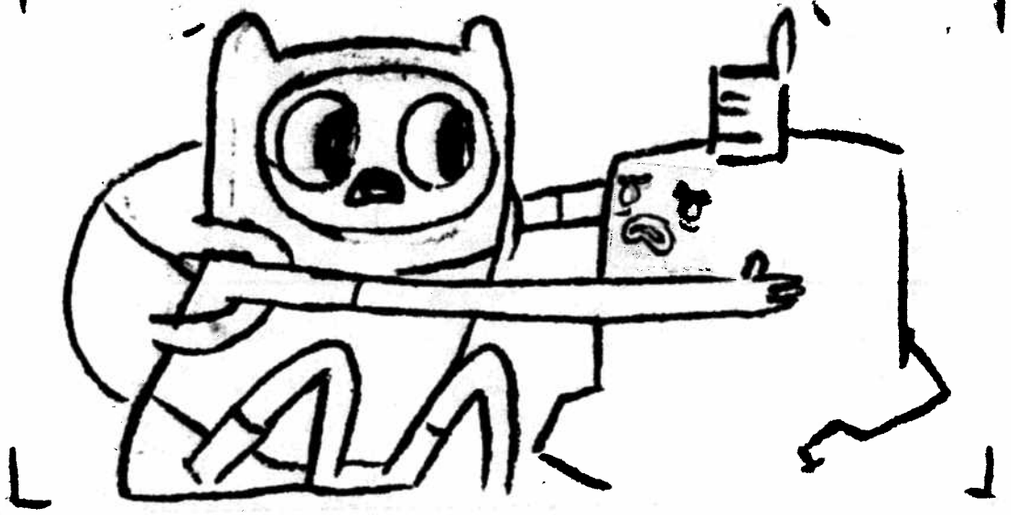
F: THAT'S A... HEAVY, UNSETTLING THING TO SAY



F:.. WHICH PROBABLY JUST MEANS YOU'RE GROWING INTO A COMPLEX LITTLE MAN...

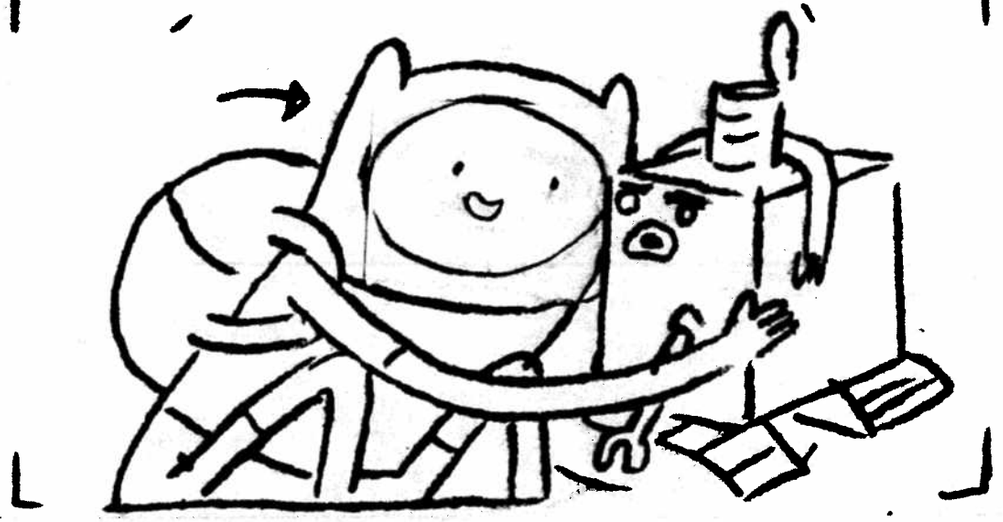
Action

Timing



E: BUT PULL YOURSELF TOGETHER!!

OR

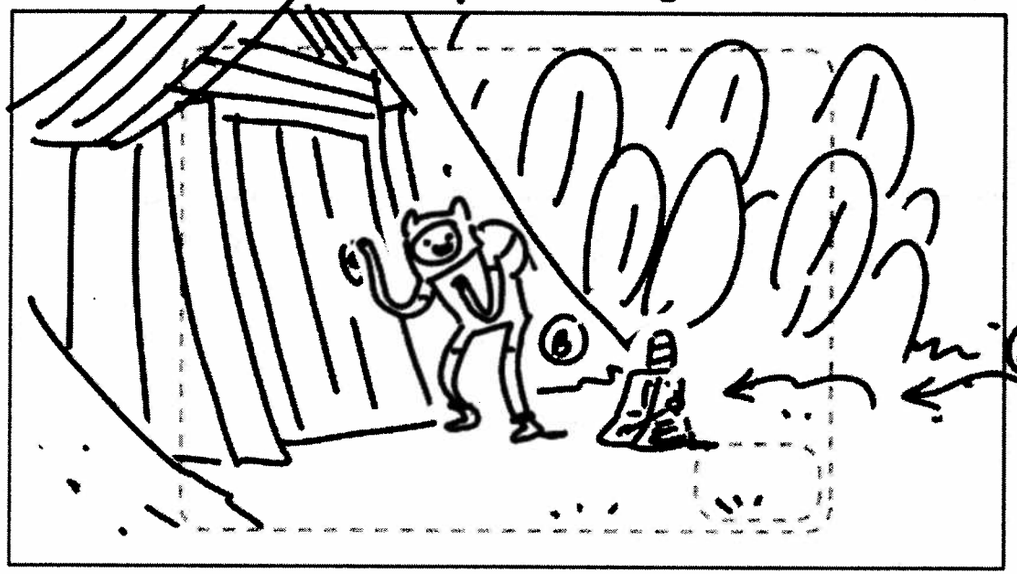


E: ...WE'RE ABOUT TO PRANK JAKE!

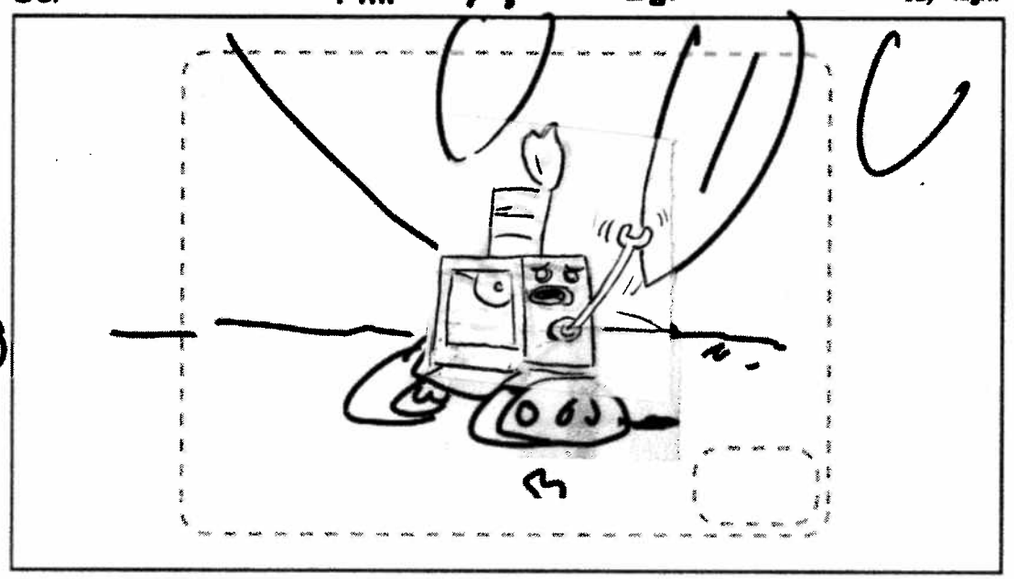
ADVENTURE TIME

Page 205

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night

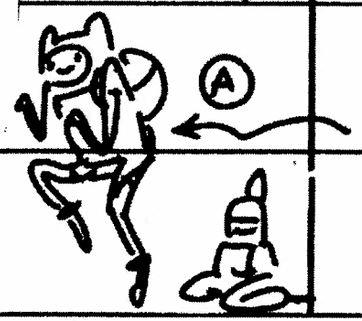


EPISODE #

Dialog: F) ON THE COUNT of 3... I OPEN THE DOOR AND YOU HUCK PIES AT JAKE FOREVER

N: (UNSURE) UH-HUH, SURE

F+N sneek IN



Action:

Timing:

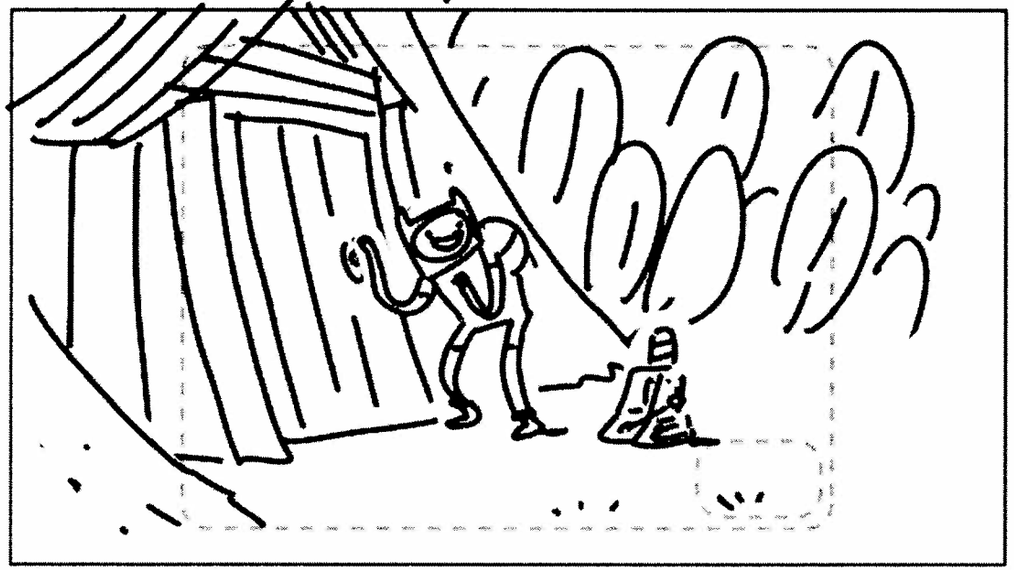
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or exchanged.

Production :

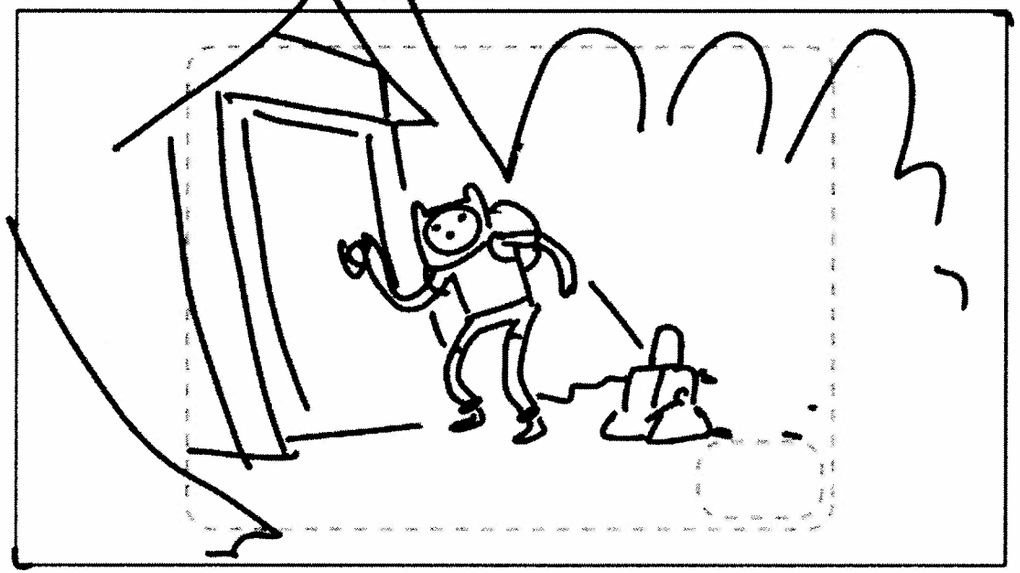
ADVENTURE TIME

Page 20c

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: F) OKAY ONE. TWO!

Action:

Timing:

EPISODE #

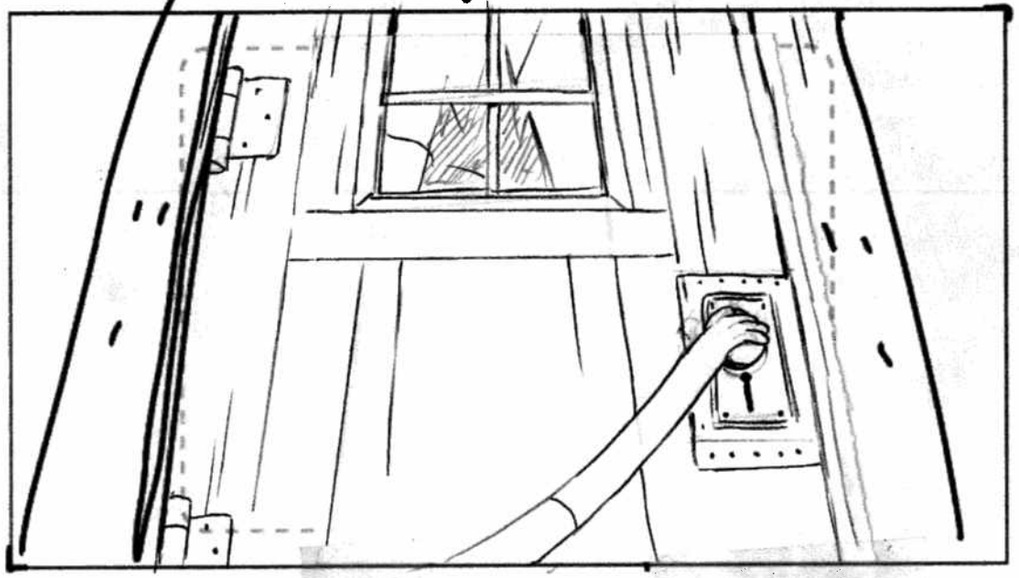
Production :

127

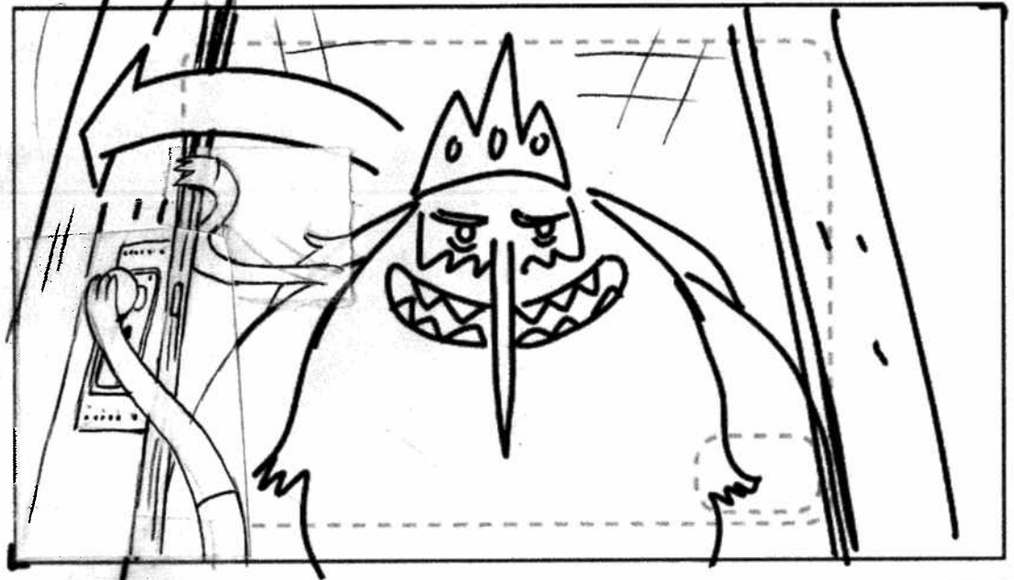
© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or marketed.

ADVENTURE TIME

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

IK: THREE! HEH HEH!

Action:

Timing:

EPISODE #

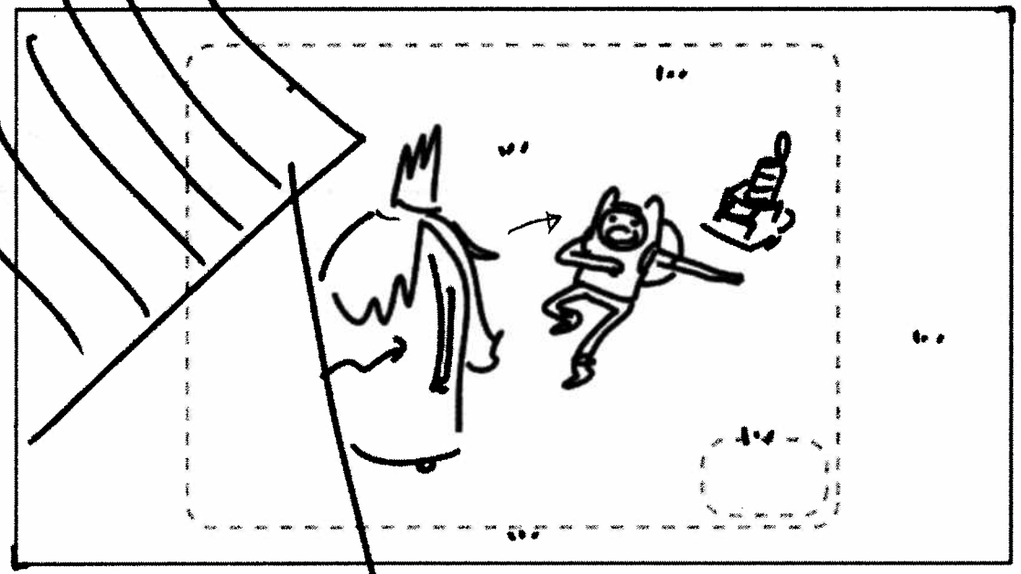
Production :

© 2009 Cartoon Network. All rights reserved. No portion of this production may be reproduced or used in any manner except for purposes of review without the written permission of Cartoon Network.

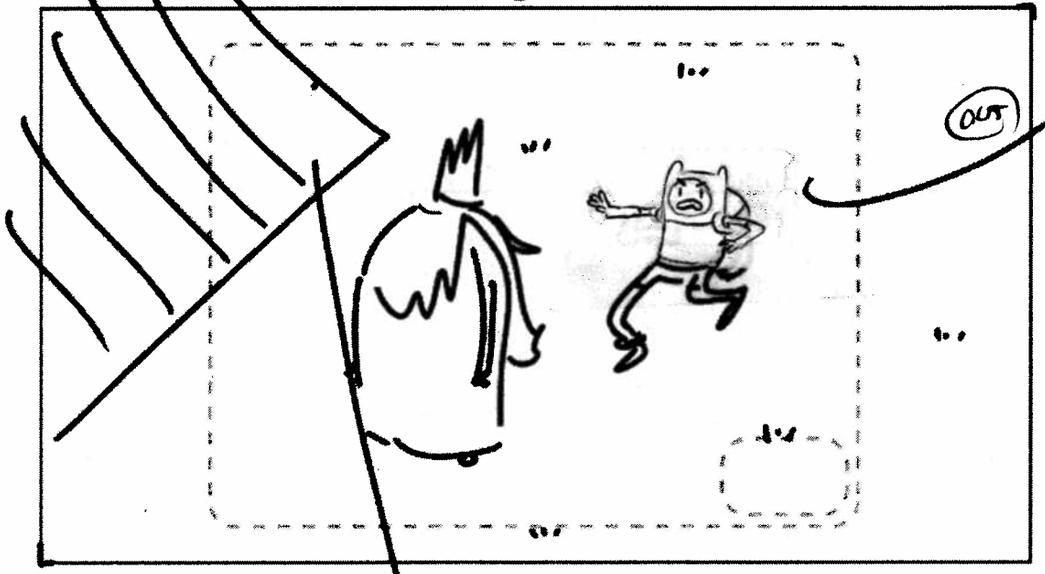
ADVENTURE TIME

Page 208

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



EPISODE #

Dialog:

F) HE'S COME TO TAKE REVENGE!!

F: RUN, NEPTR!

Action:

Timing:

Production :

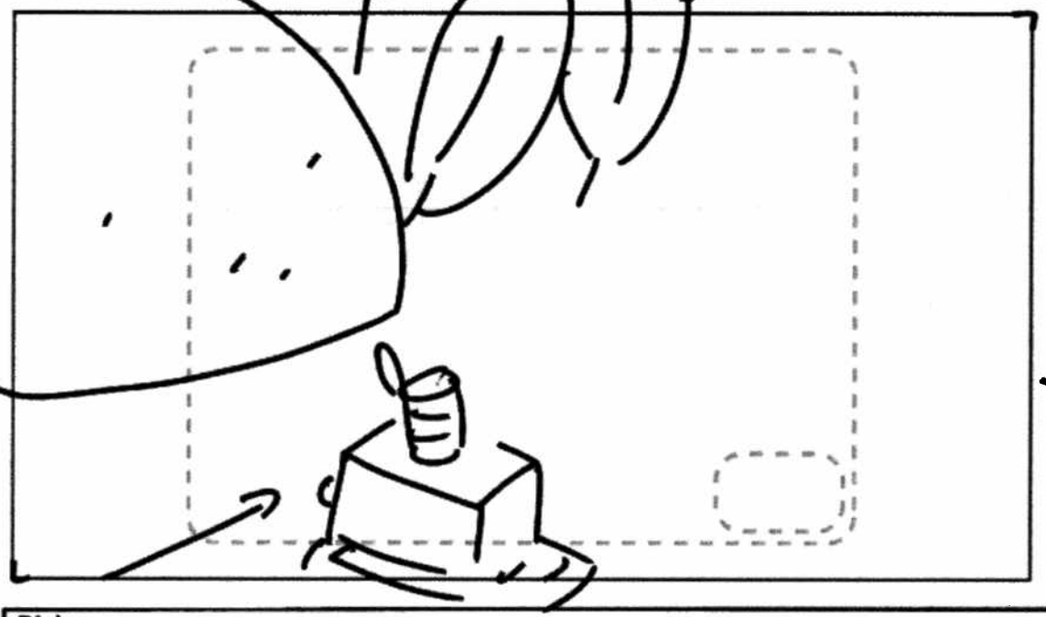
130

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be stolen from this studio, duplicated or used in any manner, except for preliminary purposes, and may not be sold or transferred.

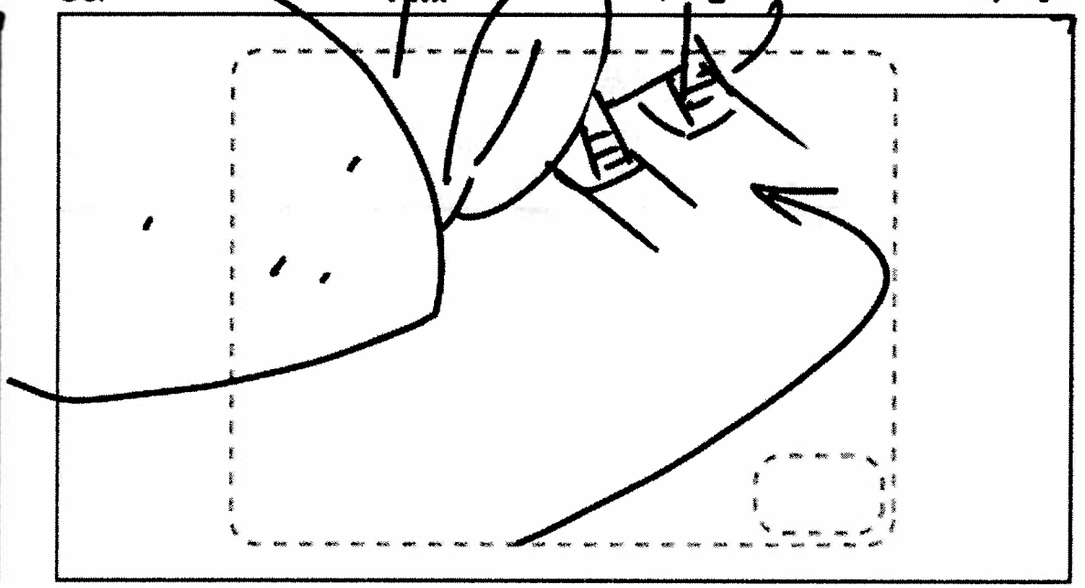
ADVENTURE TIME

Page 209

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

Action:

Timing:

EPISODE #

Production :

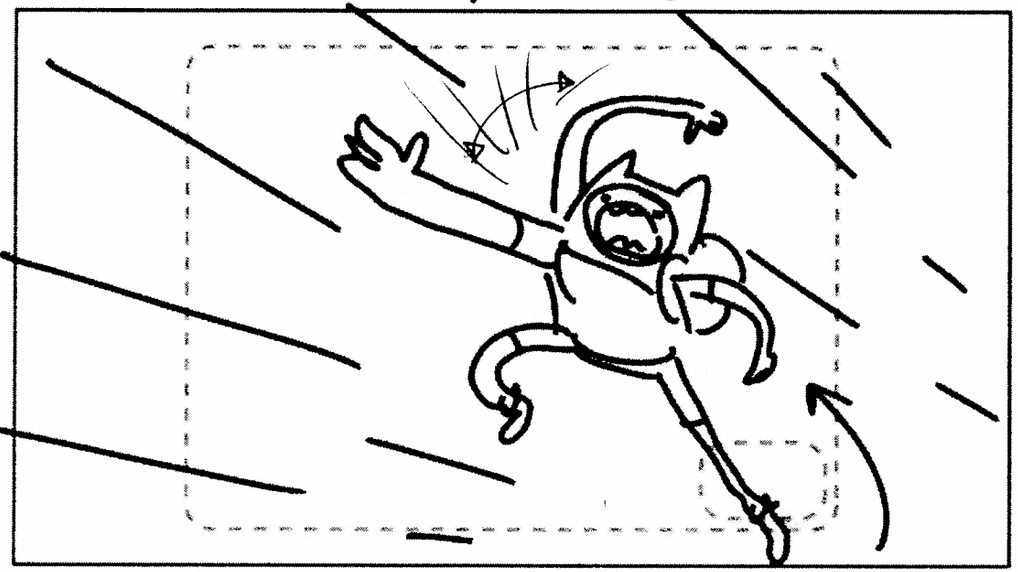
131

© 2009 This material is the Property of The Cartoon Network, Inc. It is provided for professional use in connection with the making of animated programs and may not be used in any manner except for production purposes, and may not be sold or exhibited.

ADVENTURE TIME

Page 210

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night

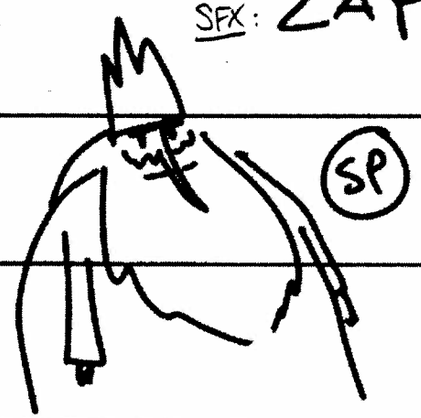


EPISODE #

Dialog:

F) Hah! HAH! HAH!

SFX: ZAP!



Action:

Timing:

Production :

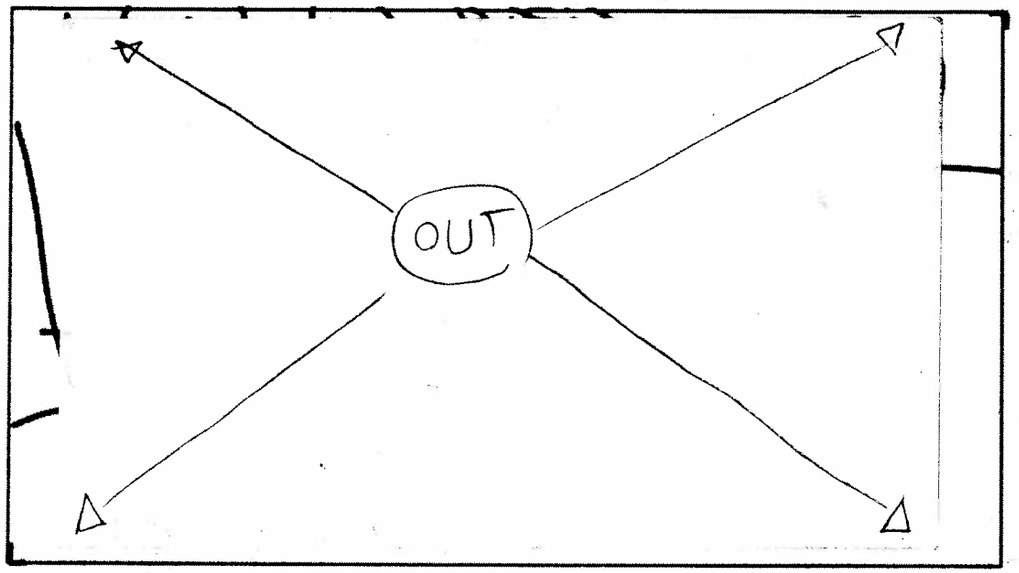
132

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or exchanged.

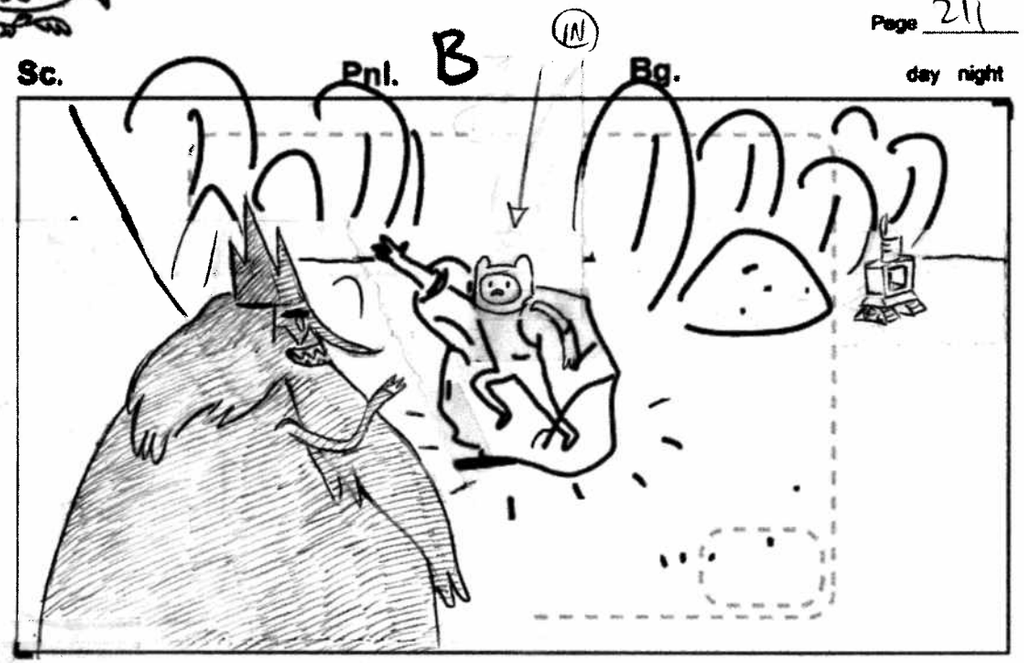
ADVENTURE TIME

Page 211

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

IK: BAH!

Action:

Timing:

EPISODE #

Production :

133

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or exchanged.

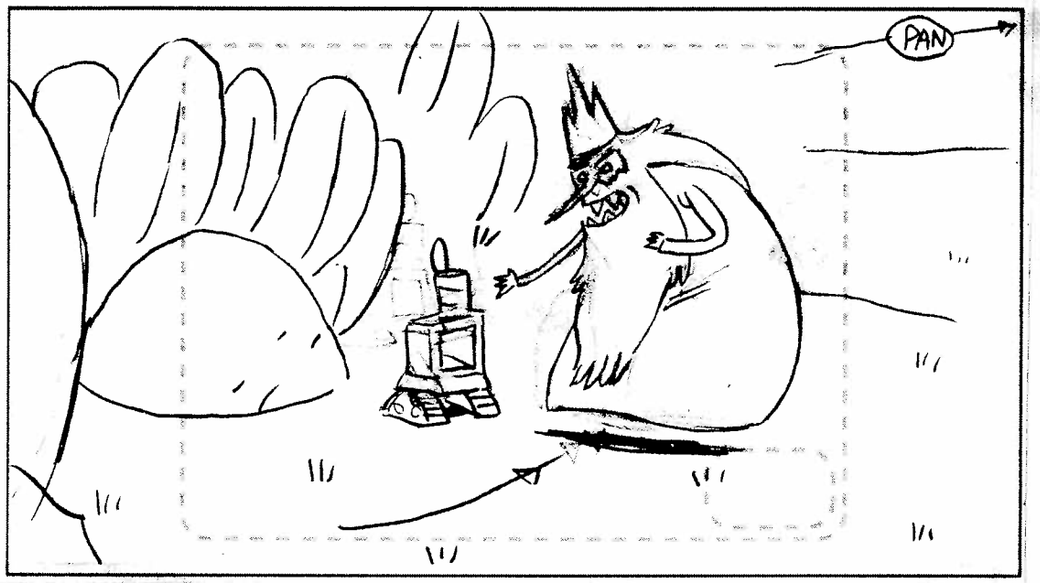
ADVENTURE TIME

Page 212

Sc. Pnl. C Bg. day night



Sc. Pnl. Bg. day night



EPISODE #

Dialog:

IK) IT'S NOT ALWAYS ABOUT YOU, FINN...

IK: I've come TO TAKE MY SON.

Action:

Timing:

Production :

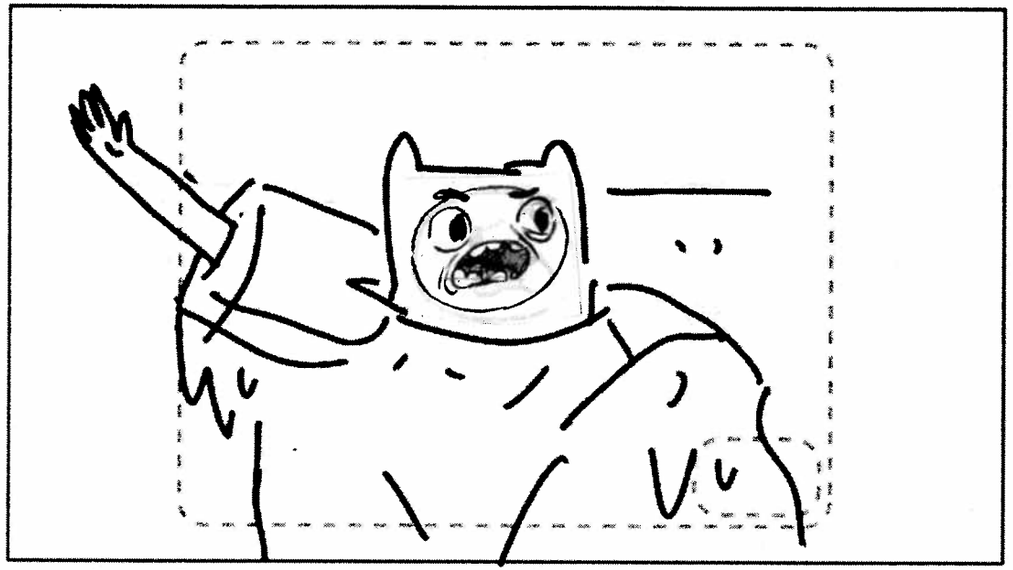
134

© 2010 Cartoon Network. All rights reserved.

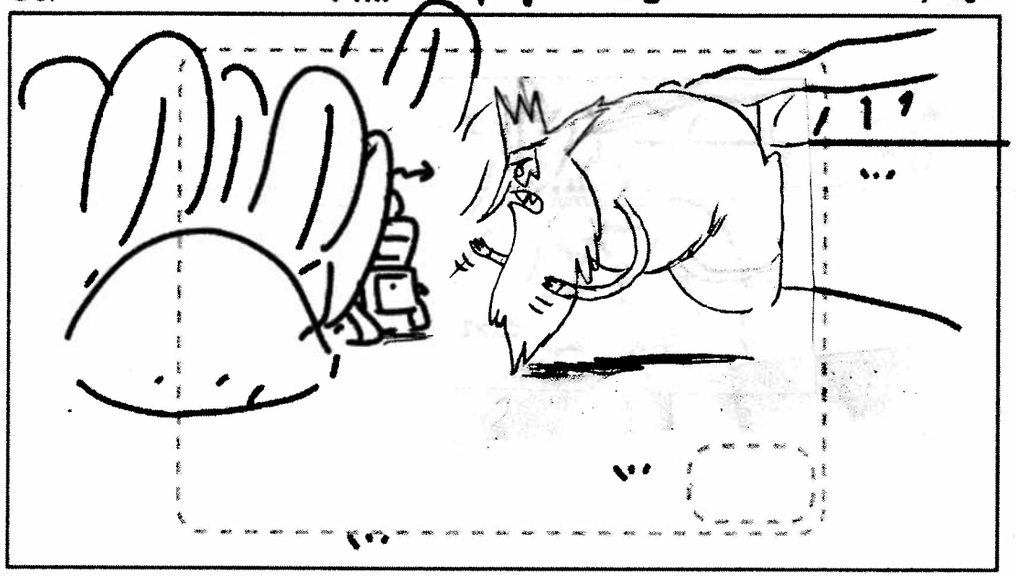
ADVENTURE TIME

Page 213

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

F) Your son?

Ik) COME TO PAPI, SON...
I WON'T ATTACK YOU. UNLESS PROVOKED.

Action:

Timing:

EPISODE #

Production :

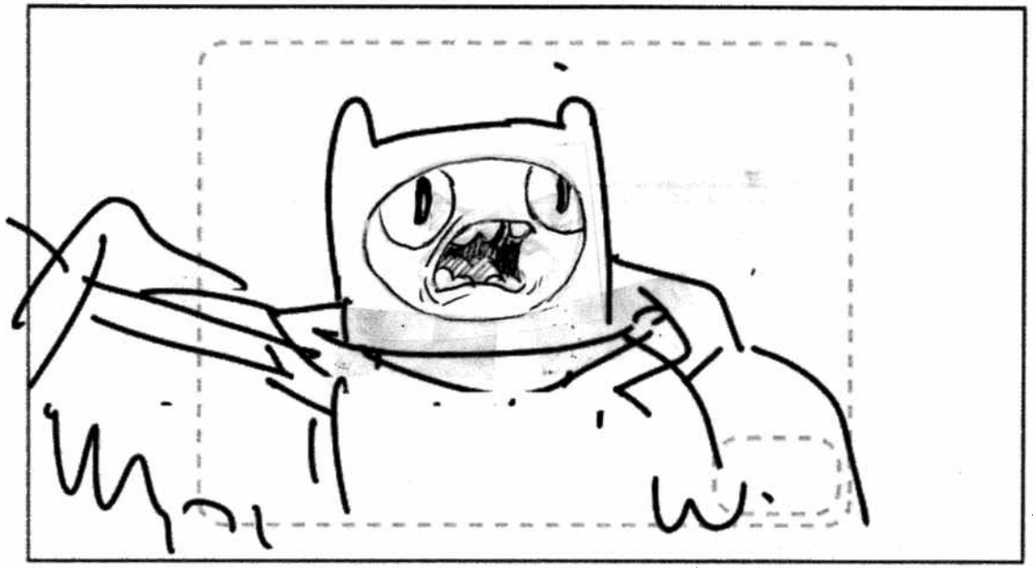
135

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

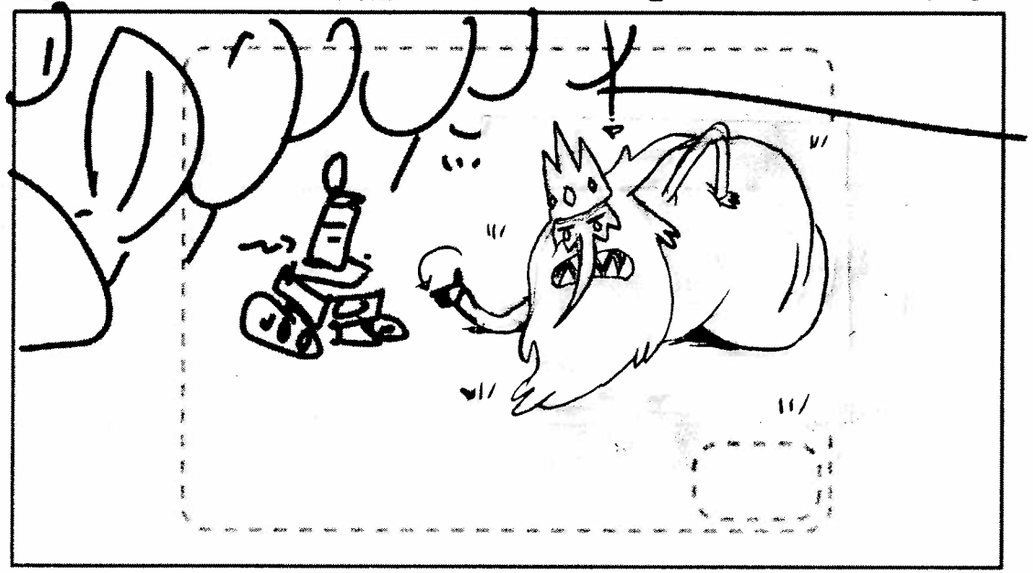
ADVENTURE TIME

Page 214

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



EPISODE #

Dialog

F) (FLABBERGASTED) SON?! HE'S NOT YOUR SON!,/ I BUILT HIM. IF ANYTHING, HE'S MY SON!!

1K) PSSH. TCHH!

(DISMISSIVE)

Action

Timing:

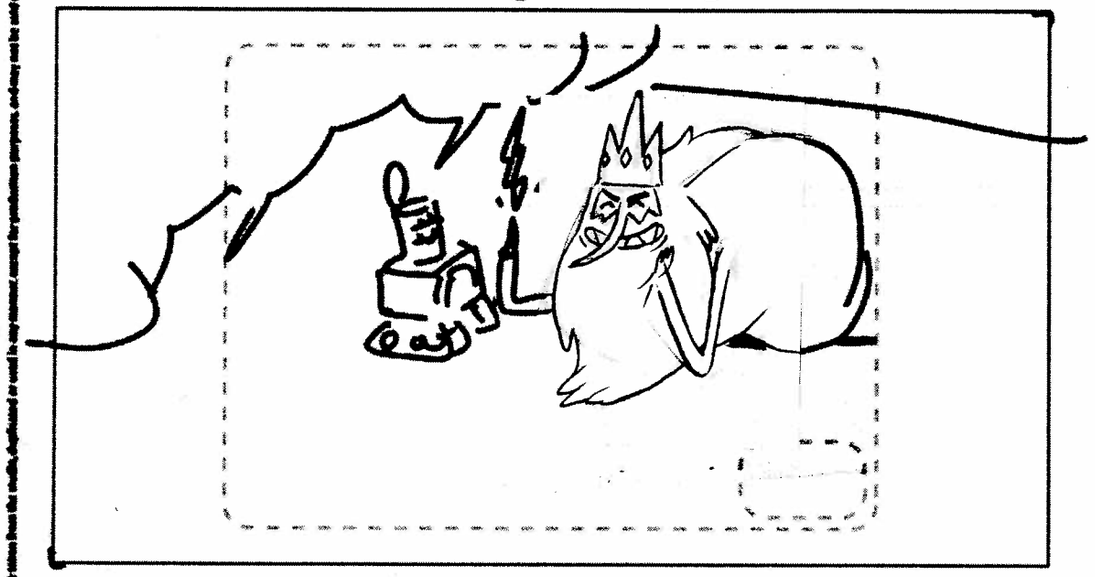
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes without permission.

Production :

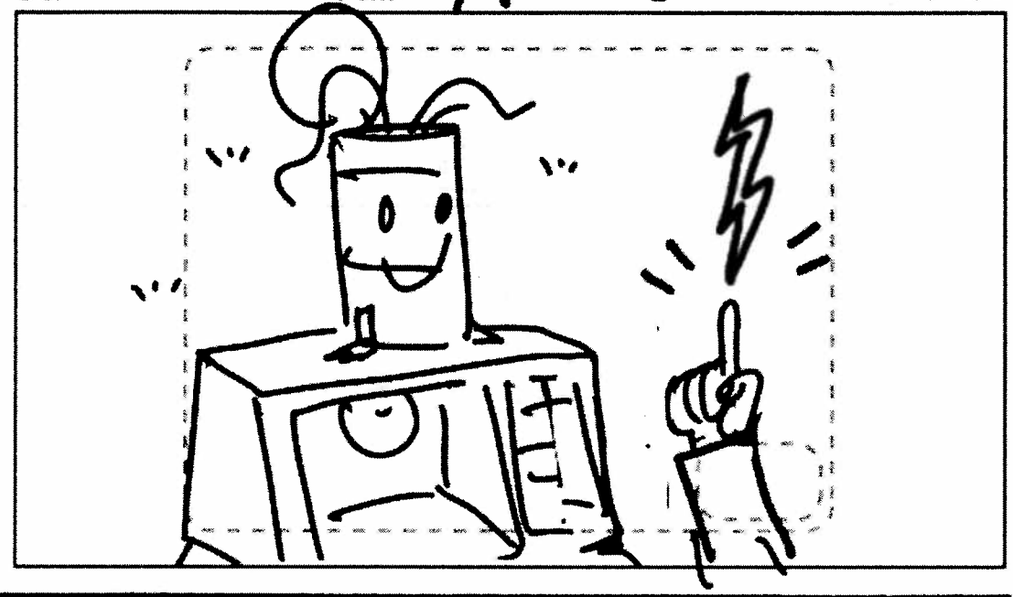
ADVENTURE TIME

Page 215

Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

IK: BUT IT WAS MY POWER THAT ACTIVATED HIS FULL POTENTIAL!

SFX: ZZT!

Action:

Timing:

EPISODE #

Production :

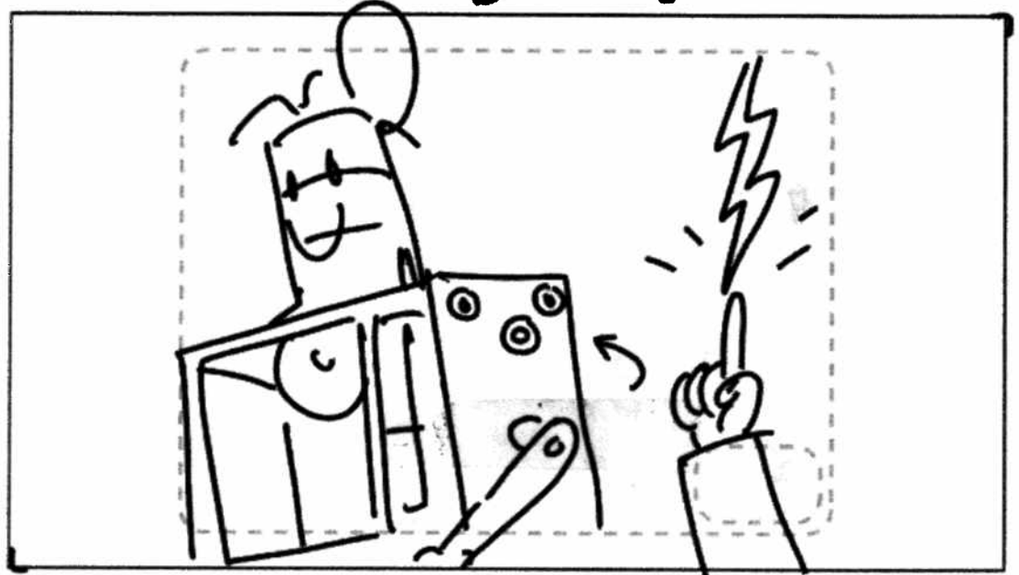
138

© 2009 TM Licensed to the Property of The Cartoon Network, Inc. is a copyrighted and registered trademark. Duplicated or used in any manner without the express written permission of Cartoon Network, Inc. is prohibited.

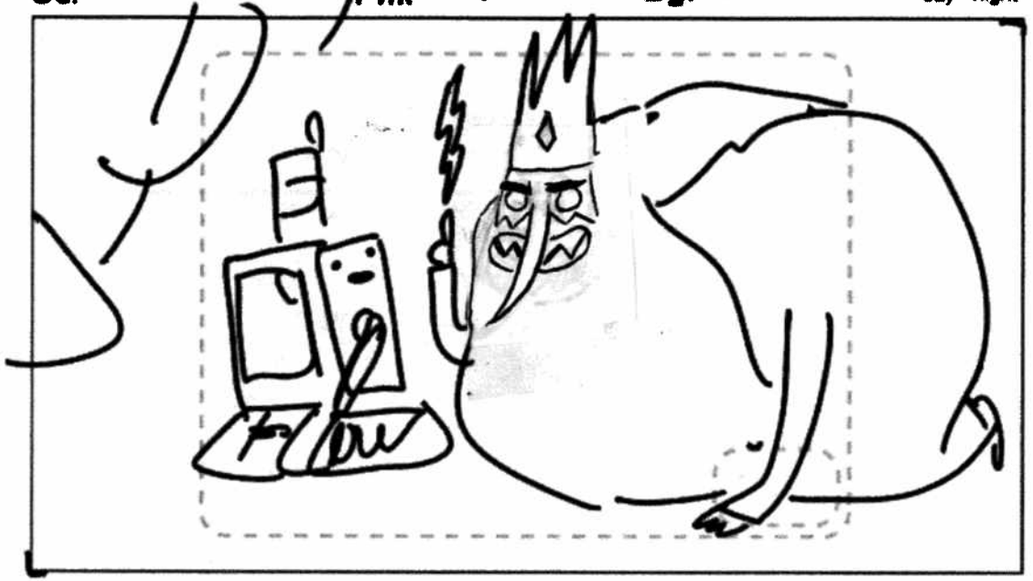
ADVENTURE TIME

Page 216

Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

N) OOOOO

Ik) YOU SEE! HE RECOGNIZES MY PATERNAL SPARK!

Action:



Timing:

EPISODE #

Production :

139

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, or shown to any unauthorized person.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night

Dialog: "Ik" son.. when you were struck with my lightning.. you also became infused with my private particles.

Action:

Timing:

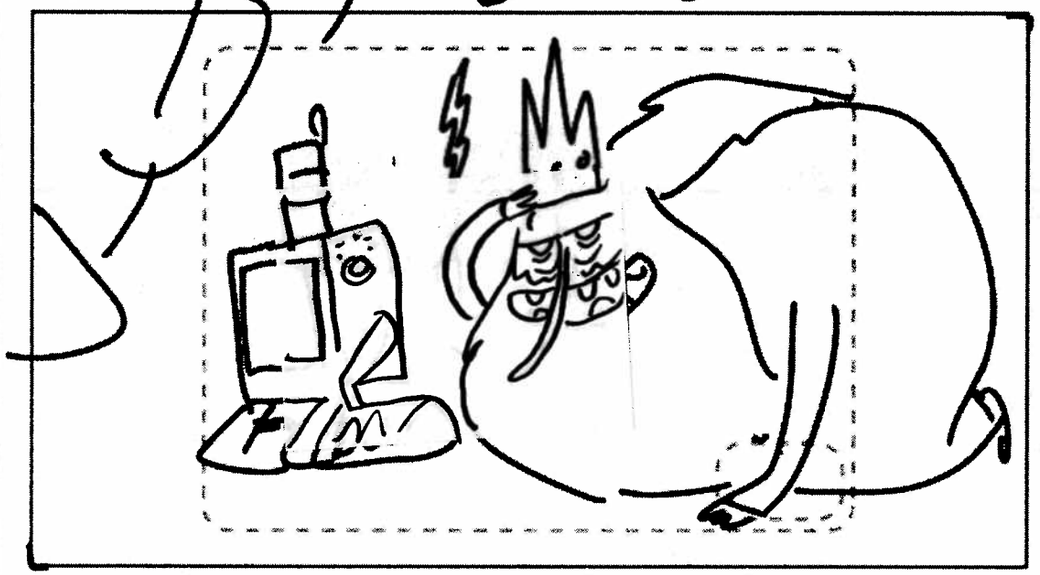
EPISODE #

Production :

ADVENTURE TIME

Page 213

Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



EPISODE #

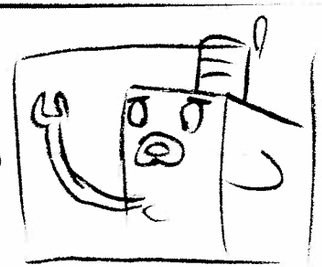
Dialog:

IK: He belongs TO ME, Finn.

F) OF COURSE NOT! YOU'RE NOT EVIL LIKE HIM!

Action:

N: IS THIS TRUE, CREATOR?



Timing:

Production :

140

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

ENDING



E: YOU'RE FREE. FREE TO DO WHATEVER YOU WANT...



FF: and you want to help me prank Jake! C'MON!

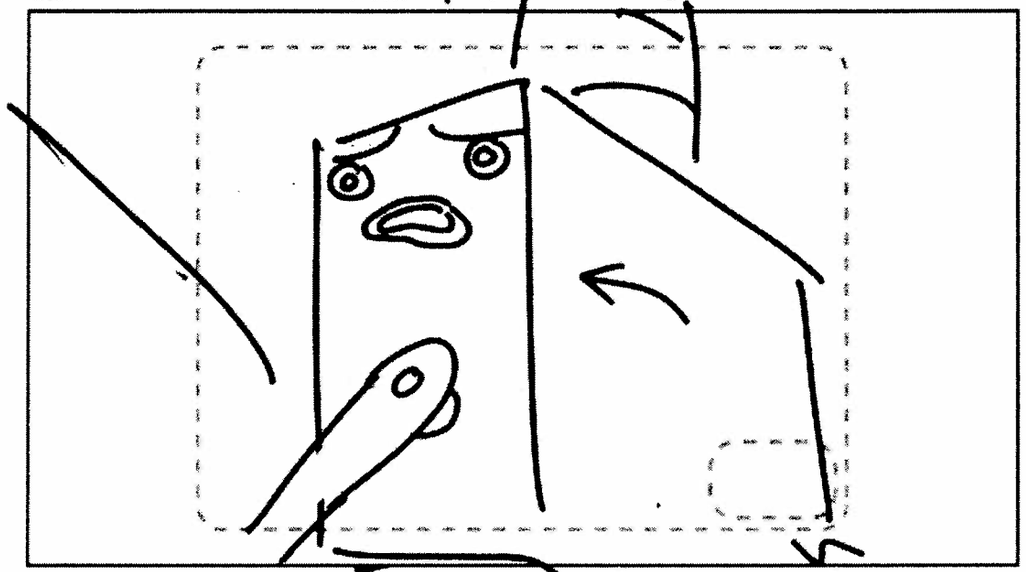
Timings

ADVENTURE TIME

Page 220

Sc. Pnl. B Bg. day night

Sc. Pnl. A Bg. day night



Dialo

N:) I am torn! I am processing a love—

Actio

Timir

EPISODE #

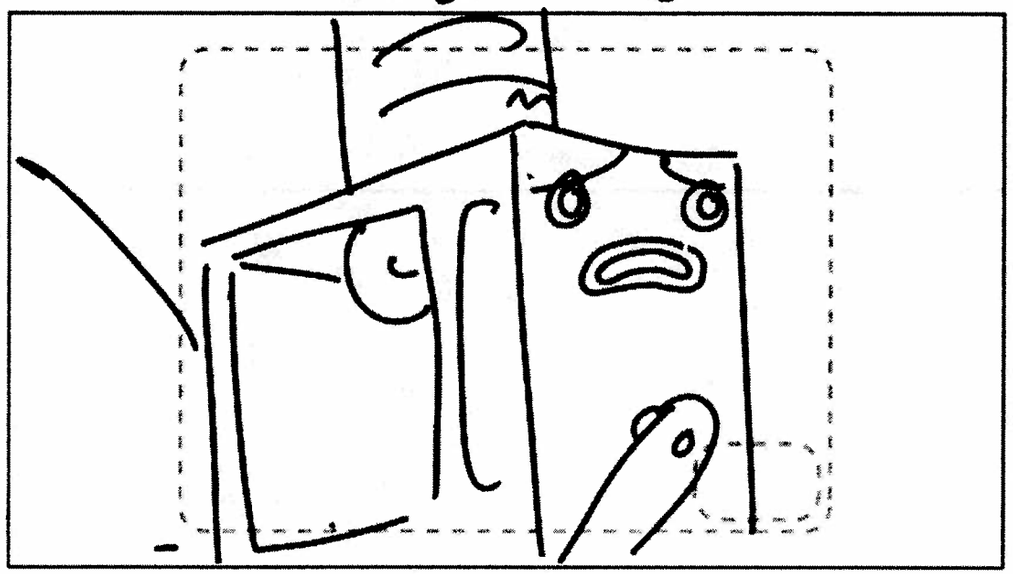
Production :

146

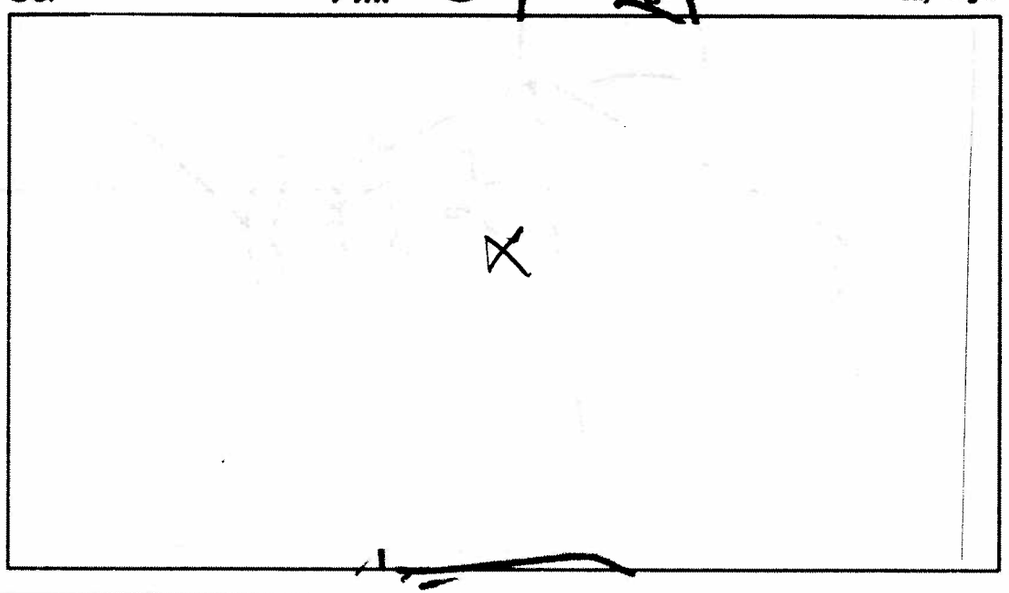
ADVENTURE TIME

Page 221

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

N) for both princesses and pranking!

Action:

Timing:

EPISODE #

Production :

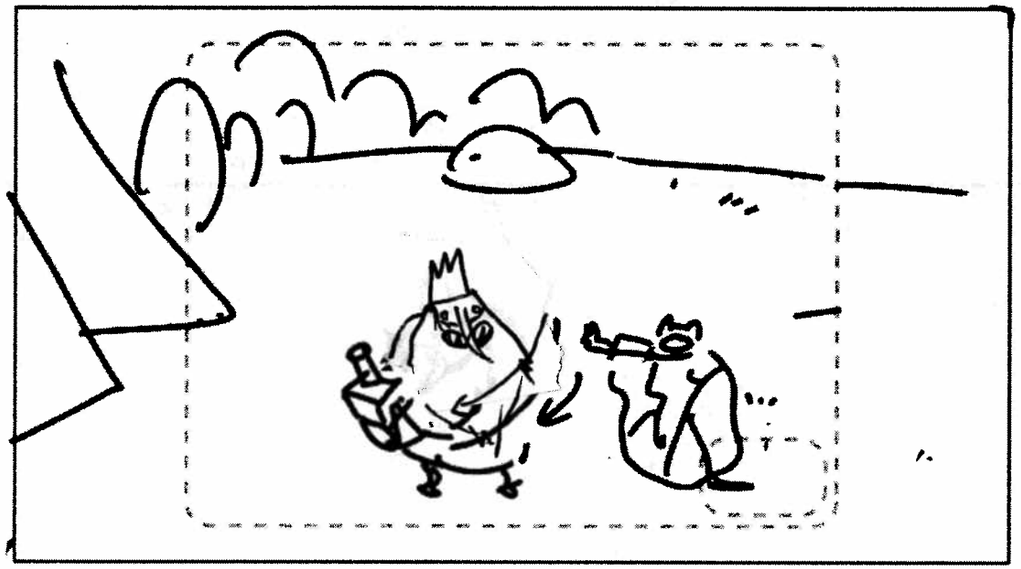
147

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Duplicated or used in any manner except for production purposes without the written consent.

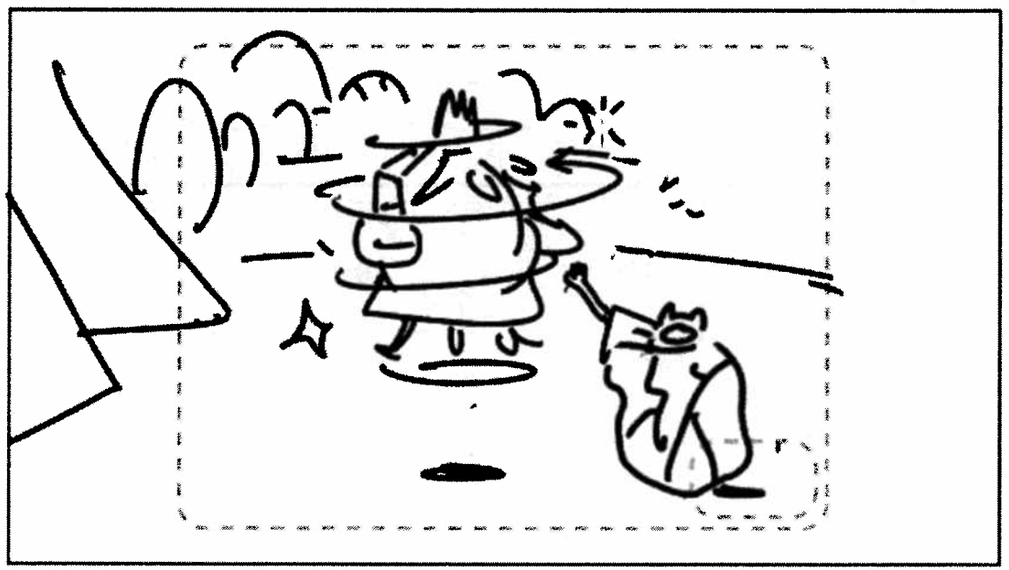
ADVENTURE TIME

Page 222

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



EPISODE #

Dialog: IK) Dont worry son!

I'll show you the life you deserve!

Action:

Timing:

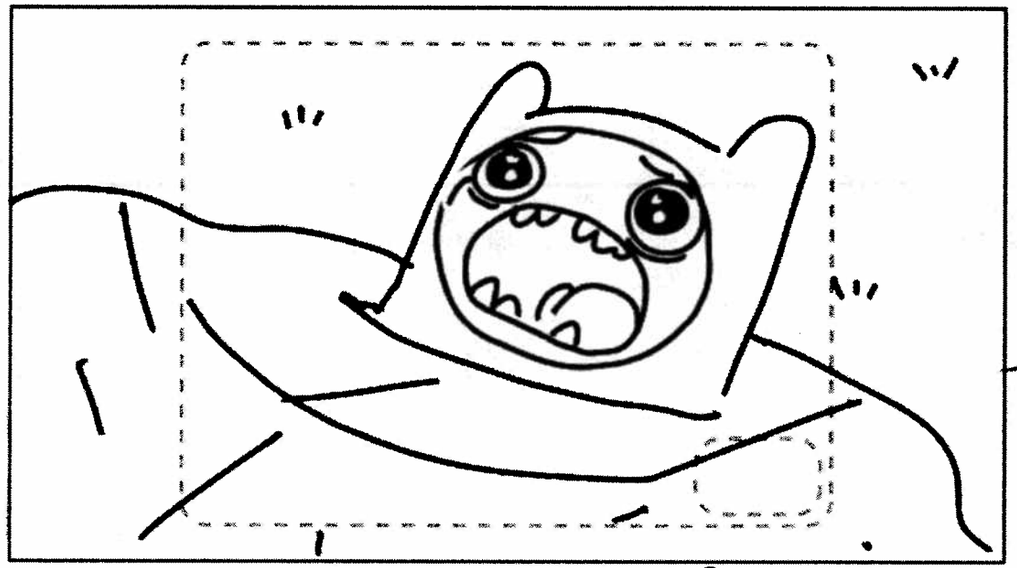
Production :

148

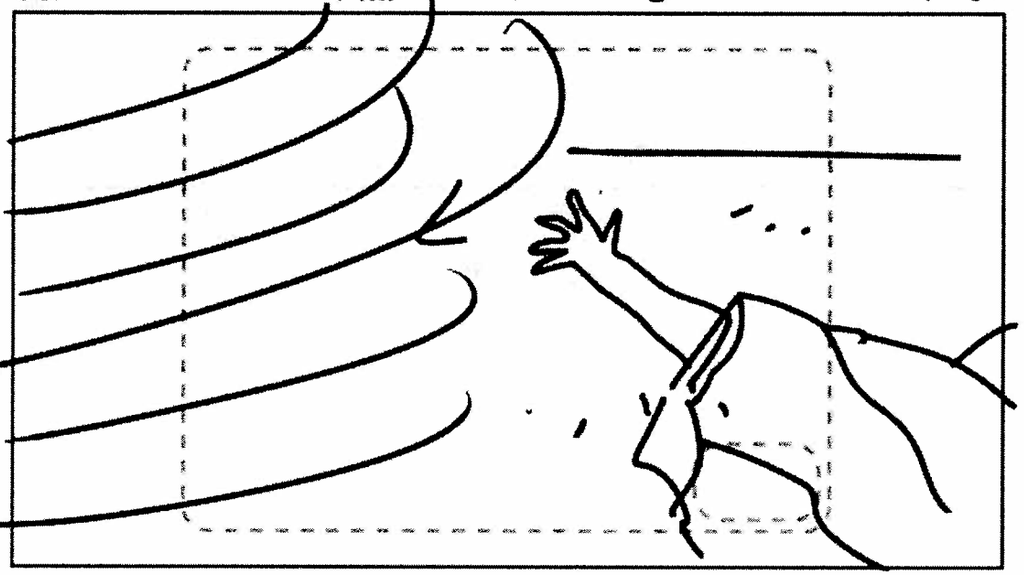
© 2009 This material is the Property of The Cartoon Network, Inc. All is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or auctioned.

ADVENTURE TIME

Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

F) NOOO! NEPTR!!!

Action:

Timing:

EPISODE #

Production :

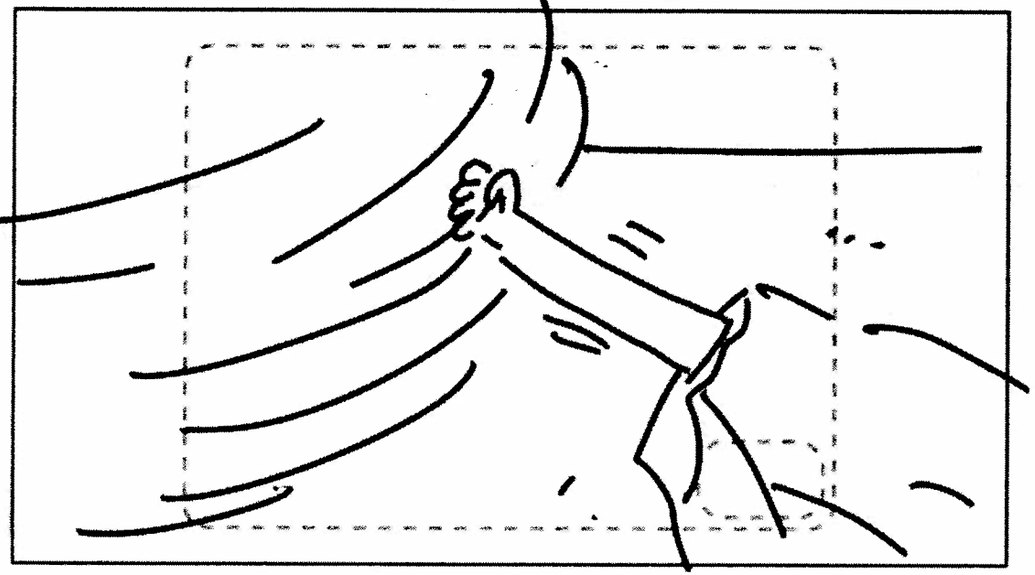
149

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

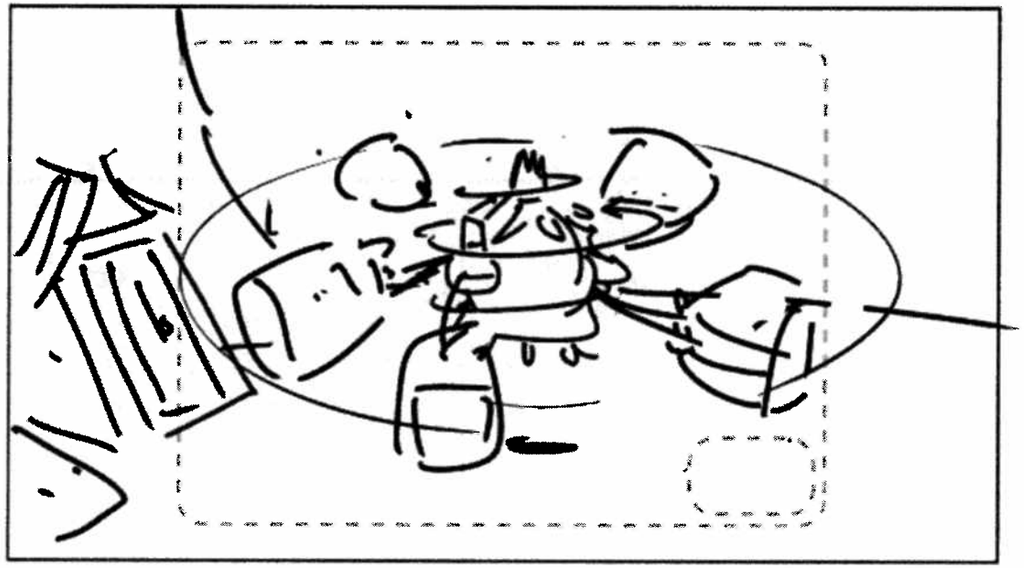
ADVENTURE TIME

Page 224

Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



EPISODE #

Dialog:

F) Whaaaaa!!

Action:

Timing:

Production :

150

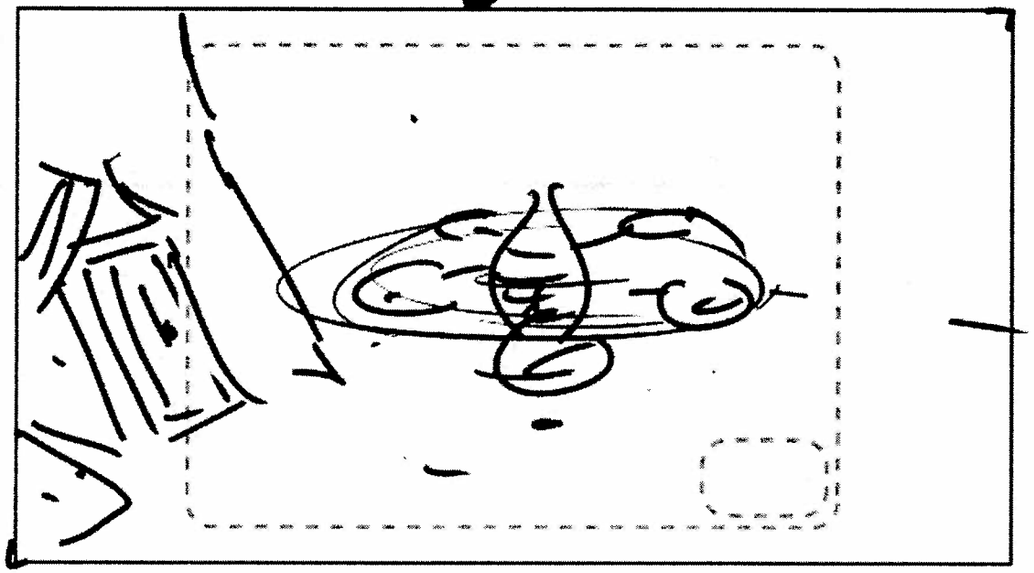
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for business purposes, and may not be sold or transferred.

ADVENTURE TIME

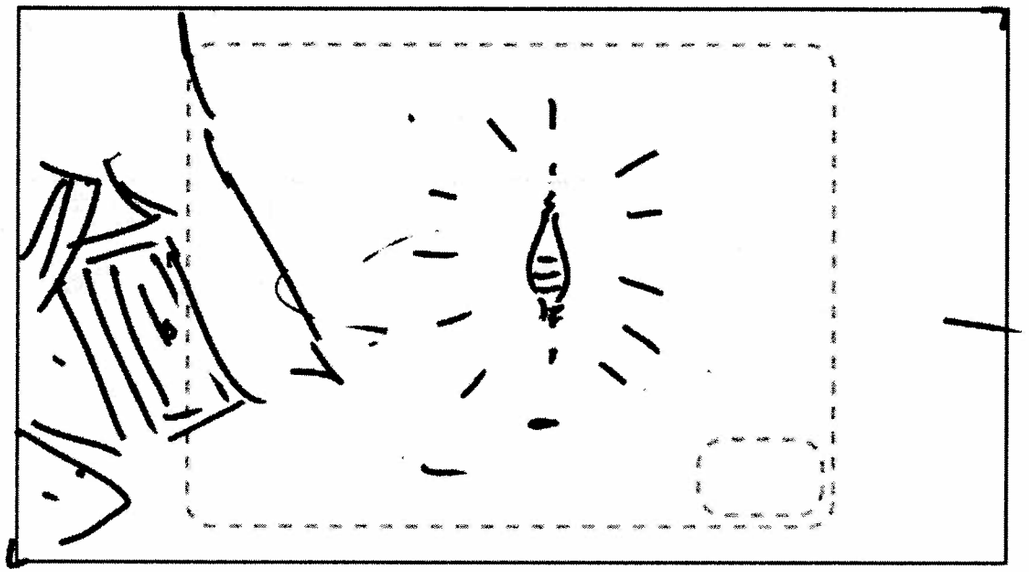
(NEXT Pg 275)

Page 225

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



EPISODE #

Dialog:

Action:

Timing:

Production :

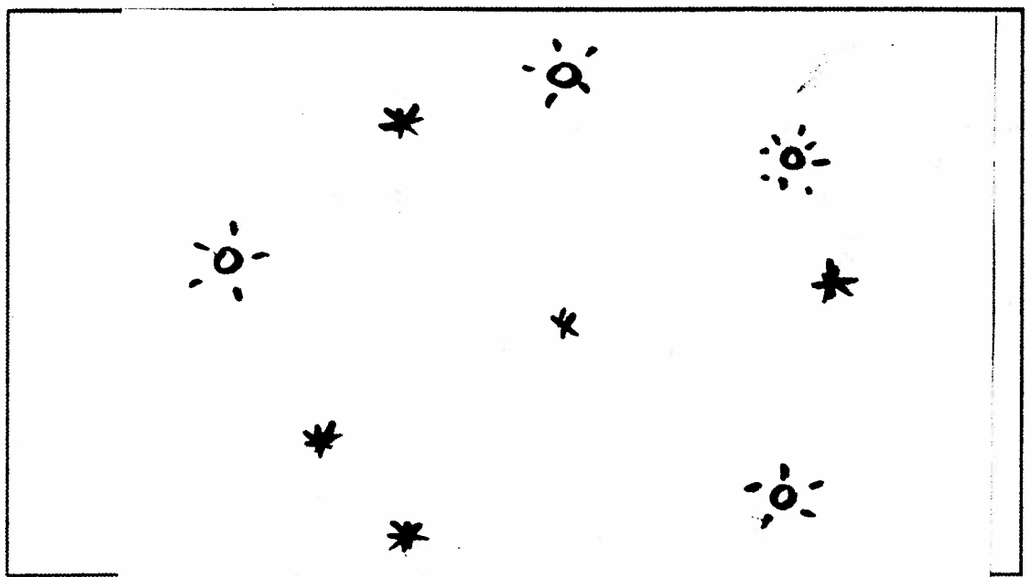
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

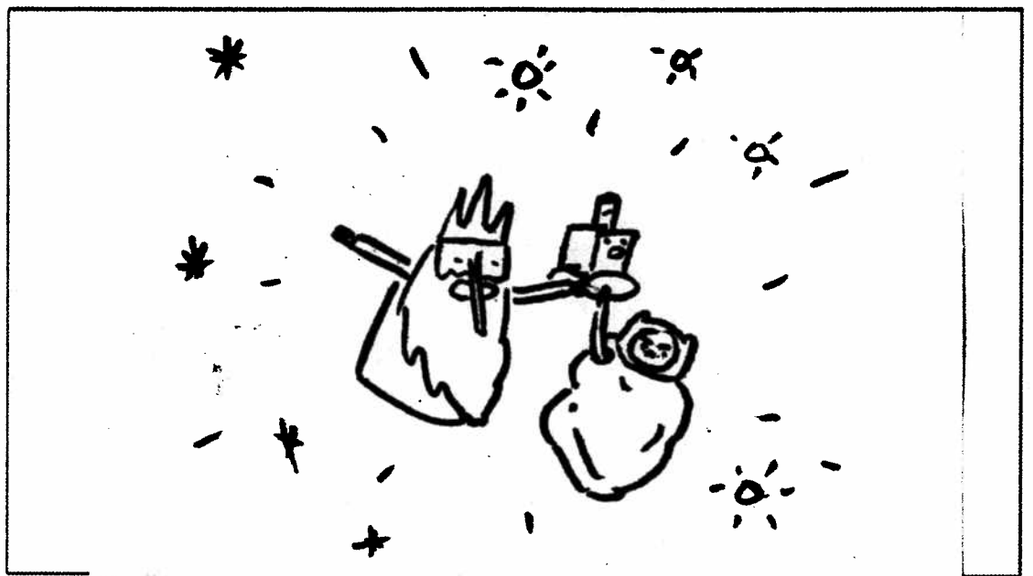
(PREVIOUS PG. 225)

Page 275

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: POOF

IK: YES!!

Action:

Timing:

EPISODE #

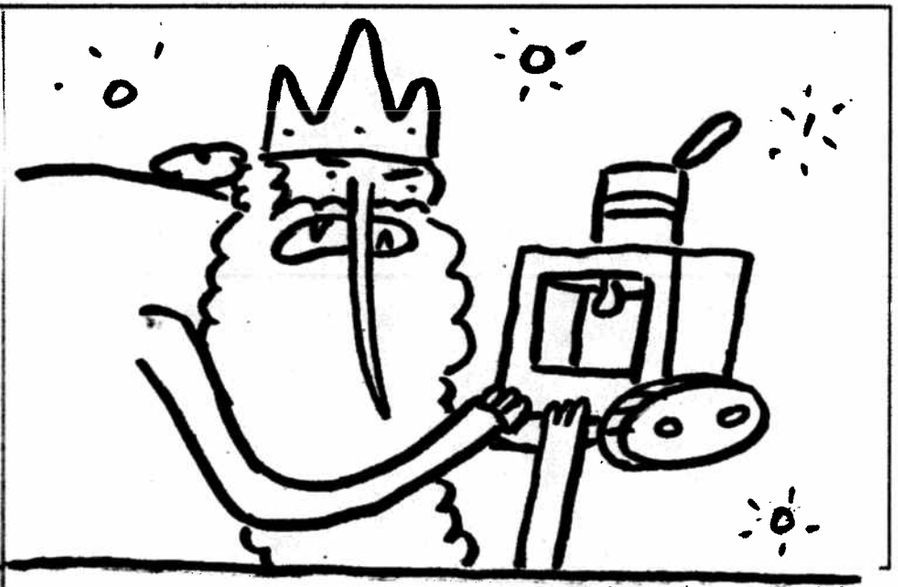
Production :

© 2010 This material is the property of Cartoon Network, Inc. It is unpublished and must not be copied, reproduced or used in any manner except for production purposes and may not be sold or transferred.

ADVENTURE TIME

Page 271

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: NOW THAT WE'VE ENTERED MY IMAGINATION ZONE, ALLOW ME TO TANTAL-IZE YOU WITH THIS!

SFX: SNAP!

Action:

Timing:

EPISODE #

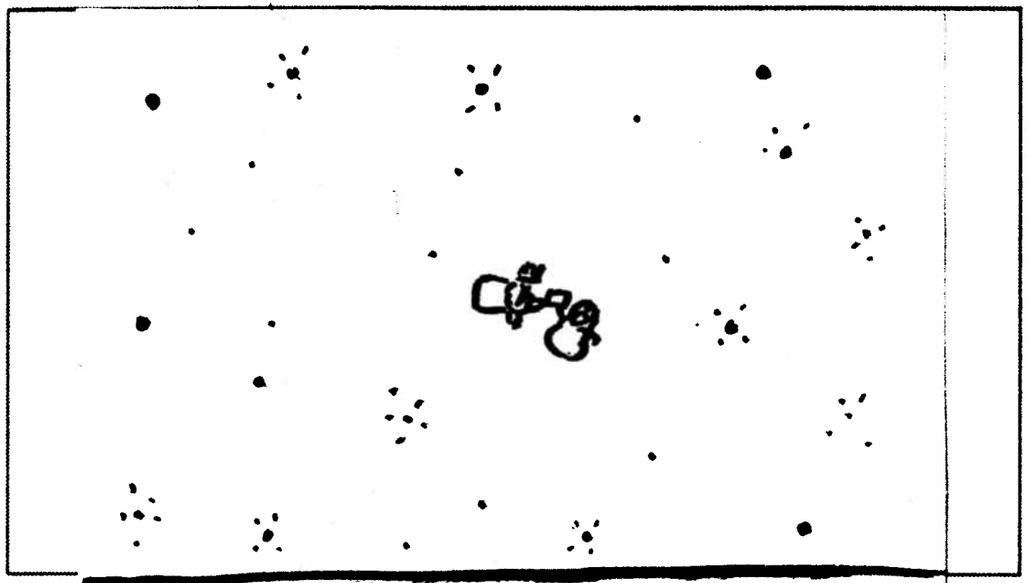
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and may not be used in any manner, except for production purposes, without the written consent of The Cartoon Network, Inc.

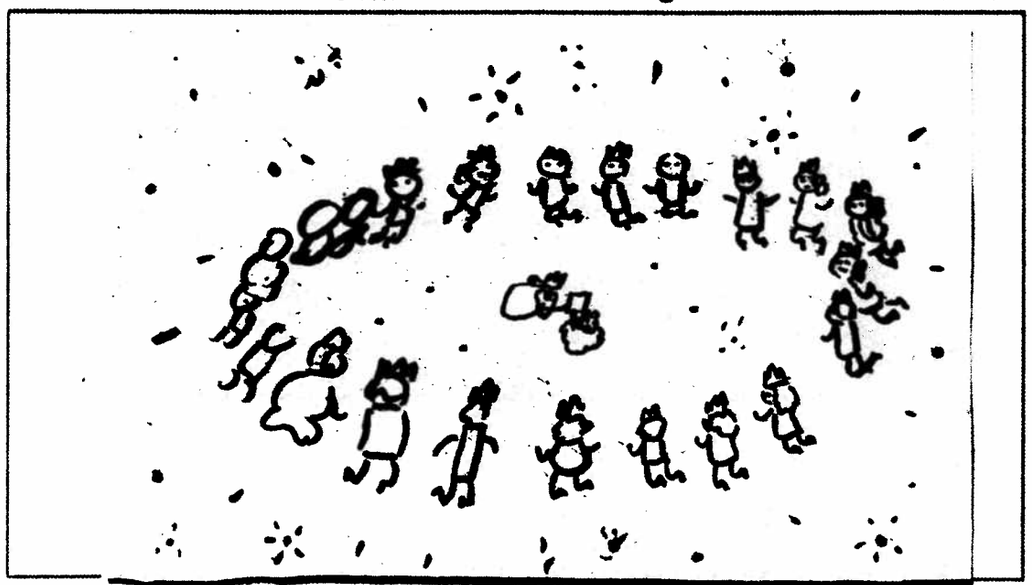
ADVENTURE TIME

Page 277

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog

Actio

Timing:

SFX: POOF

IK: PRINCESSES!

EPISODE #

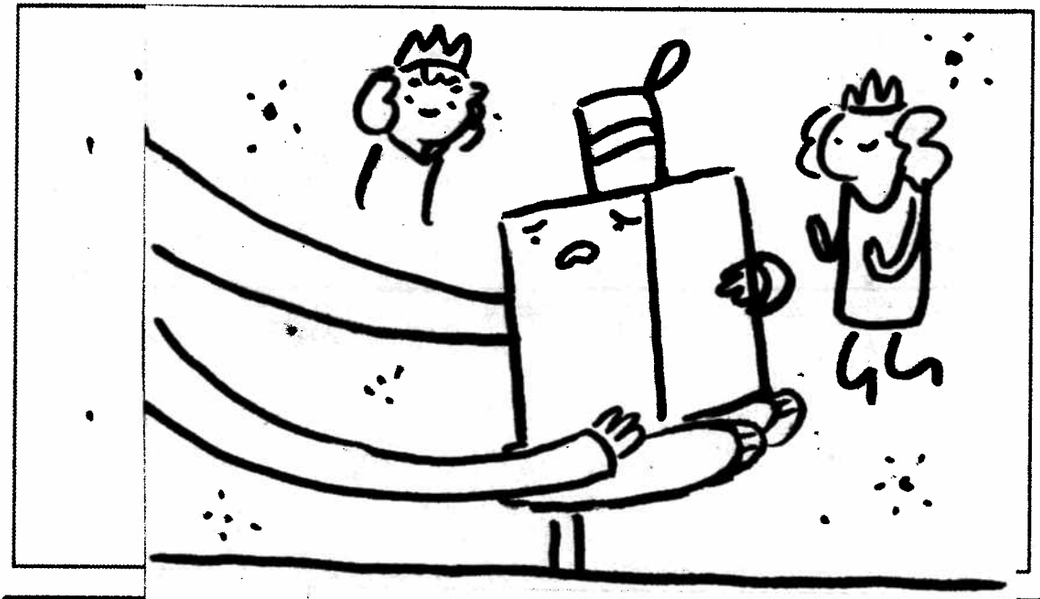
Production :

© 2008 This material is the Property of Cartoon Network, Inc. It is unpublished and must not be used in any manner, in whole or in part, without the prior written consent of Cartoon Network, Inc. All rights reserved.

ADVENTURE TIME

Page 27B

Sc. Pnl. Bg. day night



Dialog:

N: I... THEY ARE ALL BEAUTIFUL...

Action:

Timing:

Sc. Pnl. Bg. day night



(LOOKS DOWN AT FIN)

EPISODE #

Production :

* 2009 This material is the property of Pilot Cartoon Industries, Inc. It is copyrighted and unauthorized to reuse from this storyboard in any manner, except for production purposes, and may not be sold or transferred.

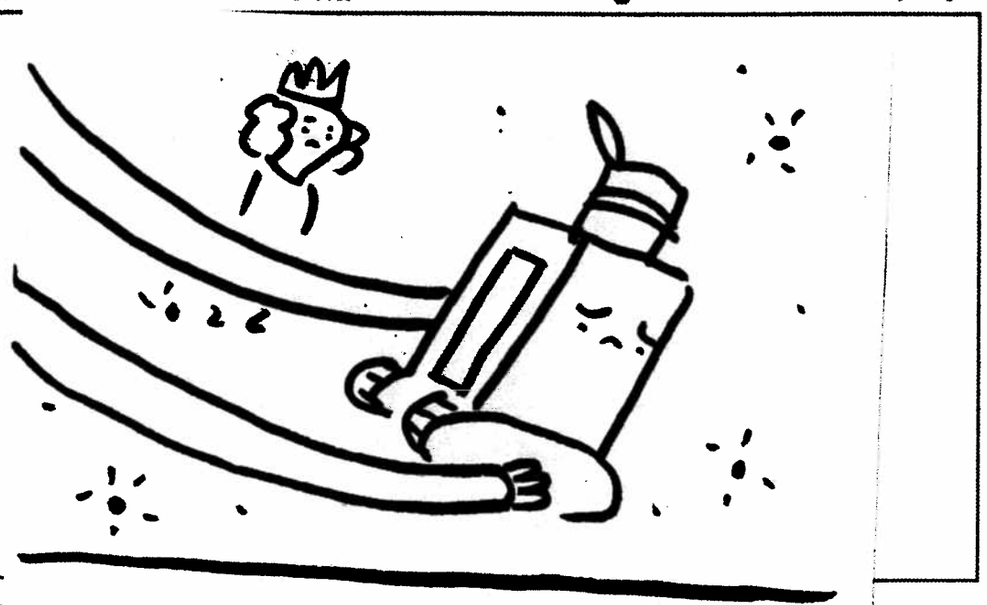
ADVENTURE TIME

Page 279

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(FIN SHAKES HEAD)

F: NO NEPTR...

Action:

Timing:

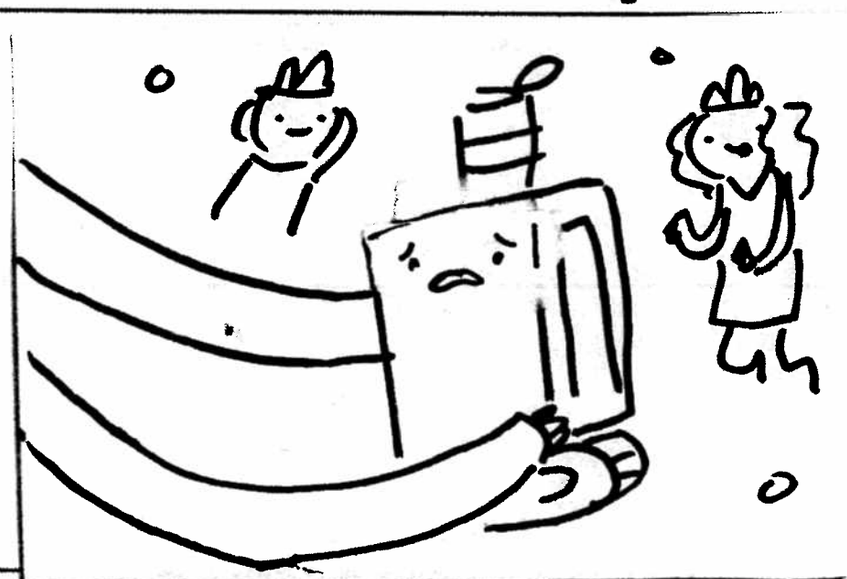
EPISODE #

Production :

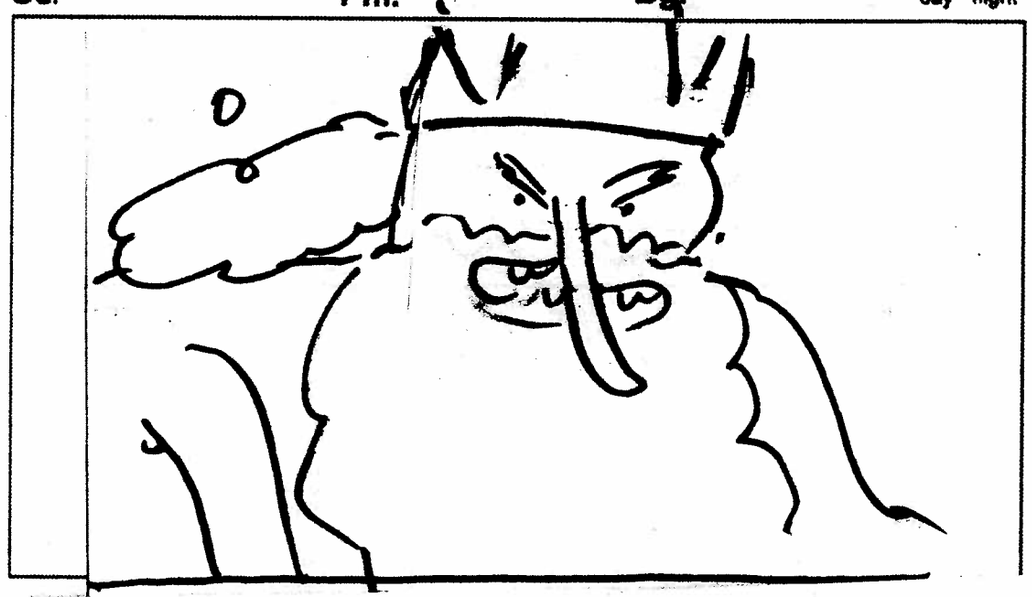
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialo

N: I do feel tantalized, papí

IK: AS MY SON YOU CAN HAVE ANY ONE OF THESE WOMEN.

IK: CHOOSE ONE!

Actior

Timing:

EPISODE #

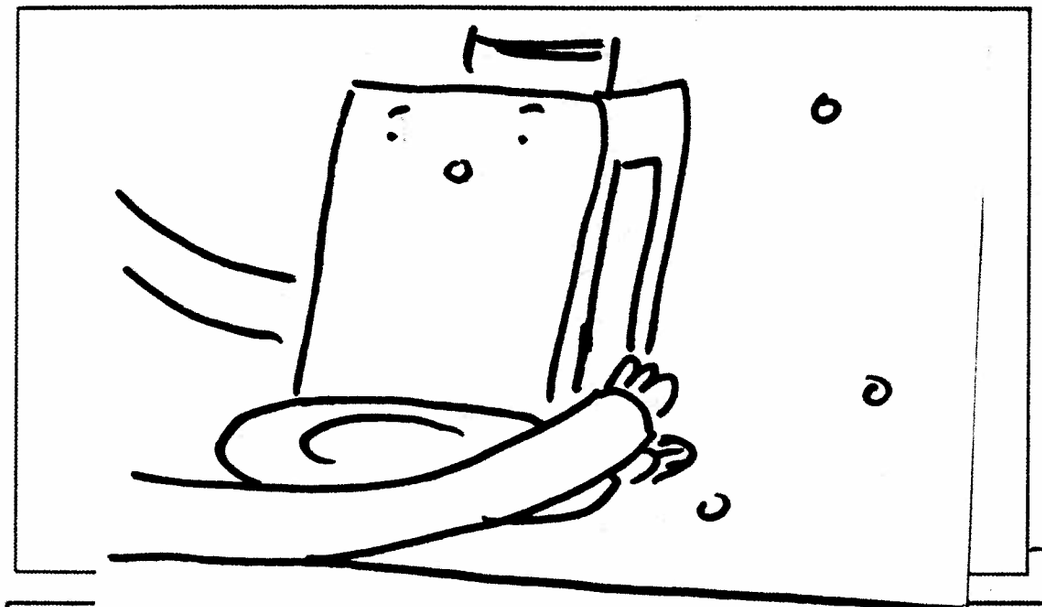
Produ

© 2007 This material is the Property of The Cartoon Network, Inc. It is copyrighted and cannot be used in any manner without the written permission of the studio. Duplication or use in any manner except for studio approved purposes without permission is strictly prohibited.

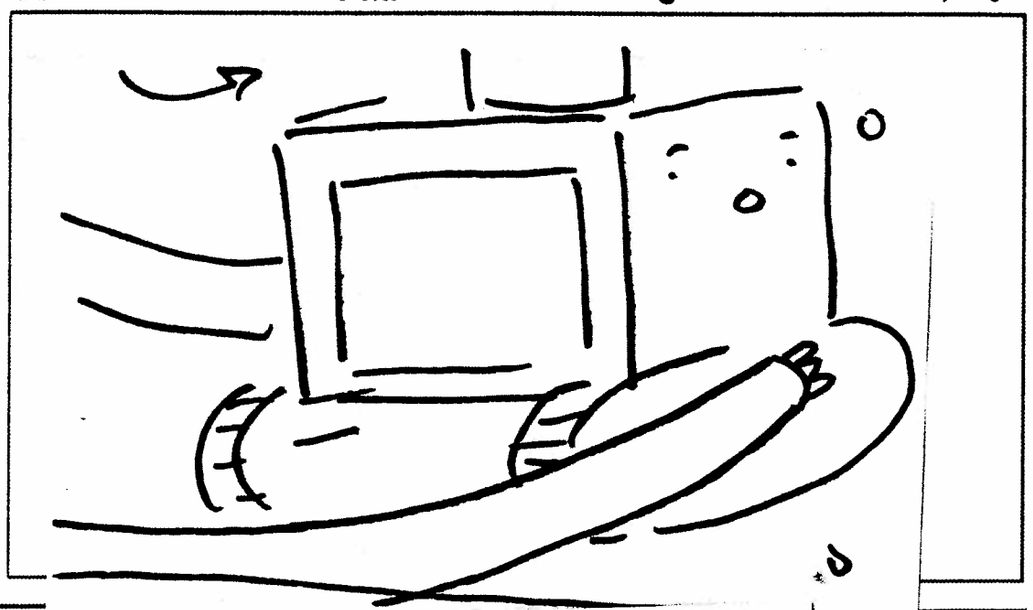
ADVENTURE TIME

Page 281

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog

Actior

Timing:

N: I DO NOT KNOW WHICH ONE TO CHOOSE.

EPISODE #

roduction :

s material is the Property of Otis Cartoon Network, Inc. It is unpublished and must not be distributed outside the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Sc. Pnl. Bg. day night

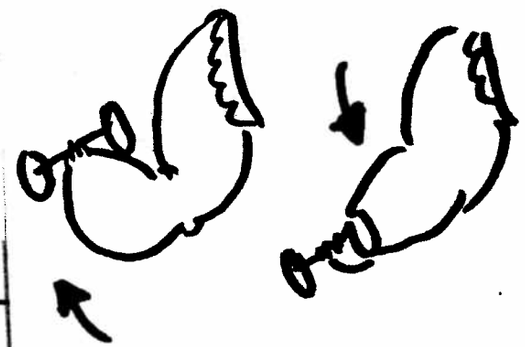


Sc. Pnl. Bg. day night



Dialog:

Action:



M.P.

PUMPING IRON.

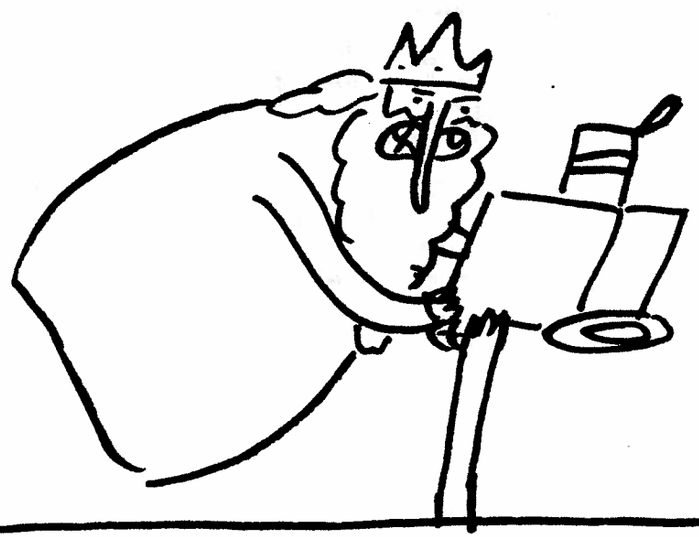
Timing:

EPISODE #

© 2009 Cartoon Network. All Rights Reserved. Any unauthorized duplication or use is strictly prohibited.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Dialo

IK: WHATEVER YOU DO, DON'T CHOOSE MUSCLE PRINCESS.

Actio

Timing:

Sc. Pnl. Bg. day night



EPISODE #

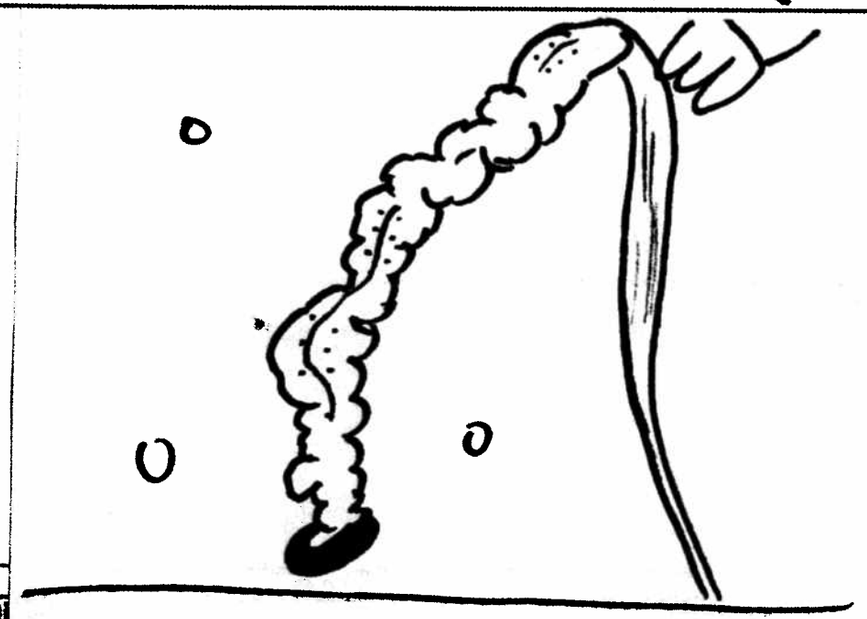
roduction :

material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or rented.

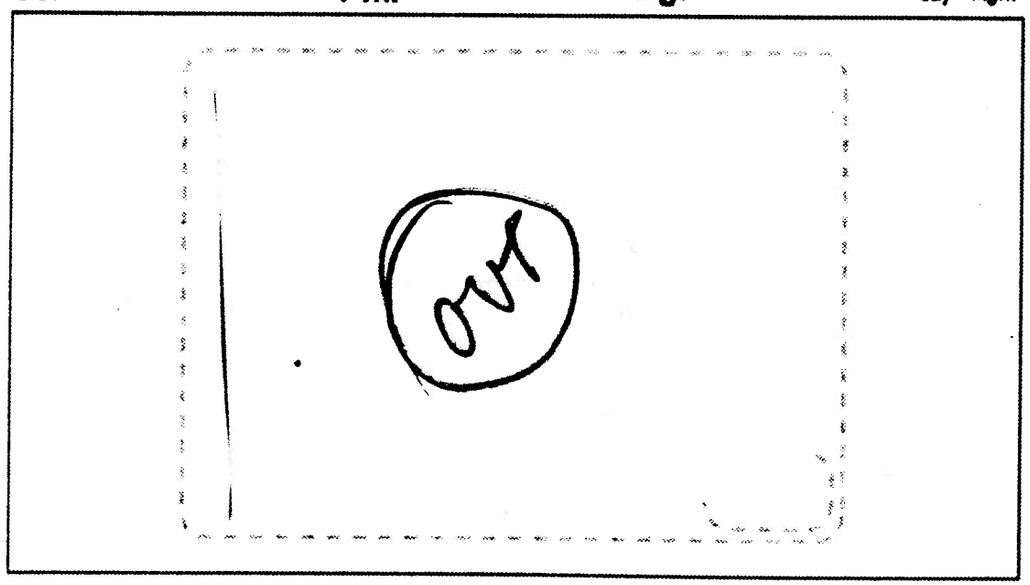
ADVENTURE TIME

Page 284

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



D

A

Timing:

EPISODE #

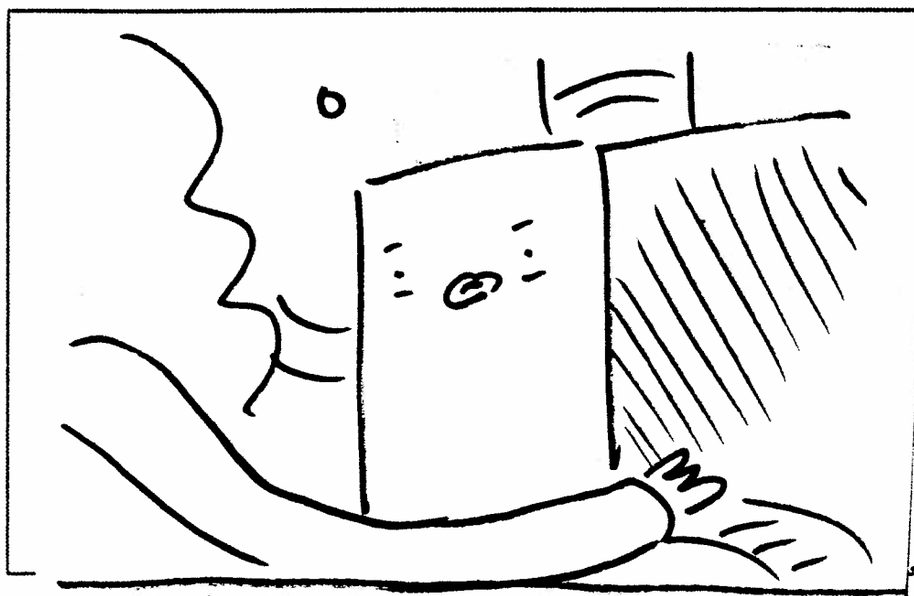
Production :

© 2007 This material is the Property of The Cartoon Network, Inc. It is unpublished and cannot be taken from the studio, duplicated or used in any manner except for production purposes and may not be sold or auctioned.

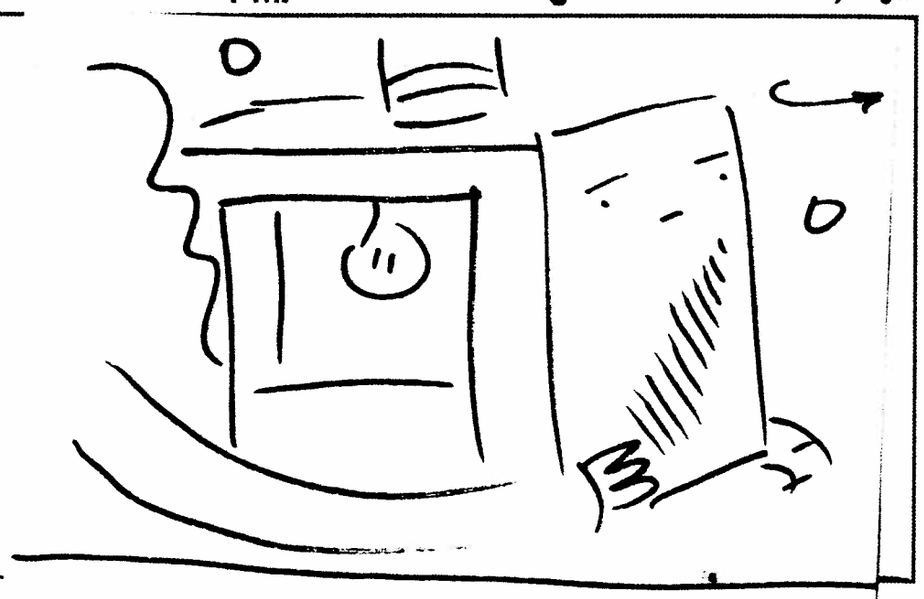
ADVENTURE TIME

Page 285

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



DI

A

Timing:

EPISODE #

roduction :

s material is the Property of Cartoon Network, Inc. It is unpublished and must not be seen from the studio, duplicated or used in any manner, except for production purposes, without the written consent

ADVENTURE TIME

Sc. Pnl. Bg. day night



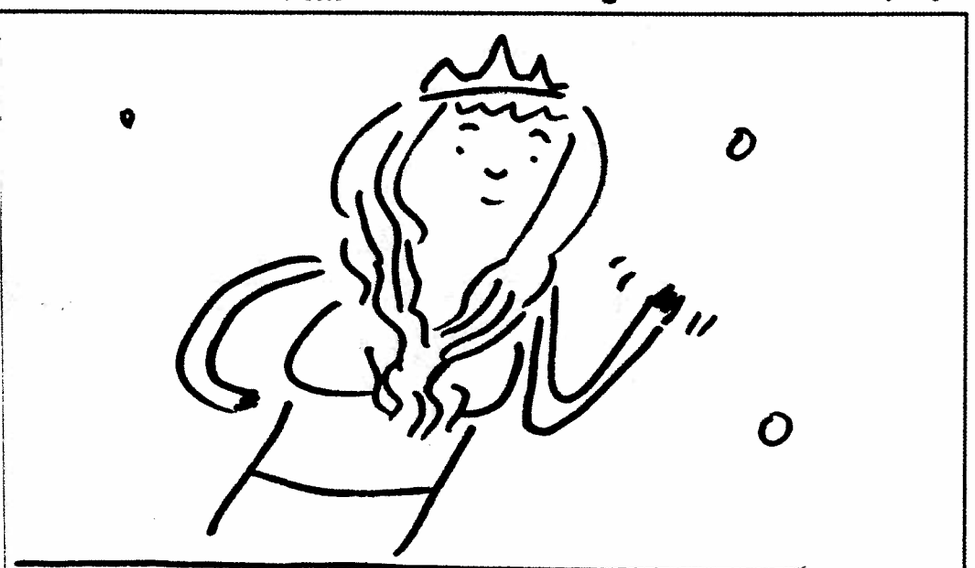
Dialo

HEY NEPTR,
I'VE GOT
SKILLS WITH
A BLADE.

Acti

Timing:

Sc. Pnl. Bg. day night



HEY GOOD
LOOKIN'.

EPISODE #

Production :

© 2009 This material is the Property of Otter Cartoon Network, Inc. It is unpublished and intended for submission into studio, distribution or used in any manner, except for production purposes, and may not be sold or transferred.

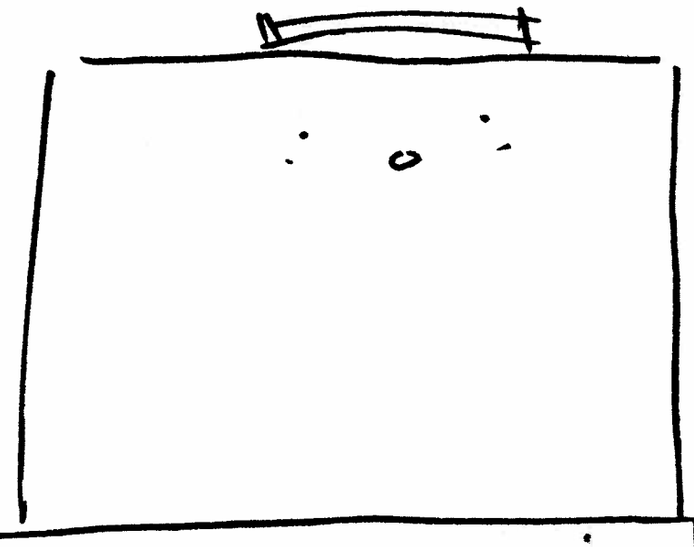
ADVENTURE TIME

Page 287

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



N:

N: I THINK I LIKE THE LUMPY ONE.

Di

Ac

Timing:

EPISODE #

roduction :

is material is the Property of Cartoon Network, Inc. It is copyrighted and cannot be used in any manner, except for production purposes, without the written consent of Cartoon Network.

ADVENTURE TIME

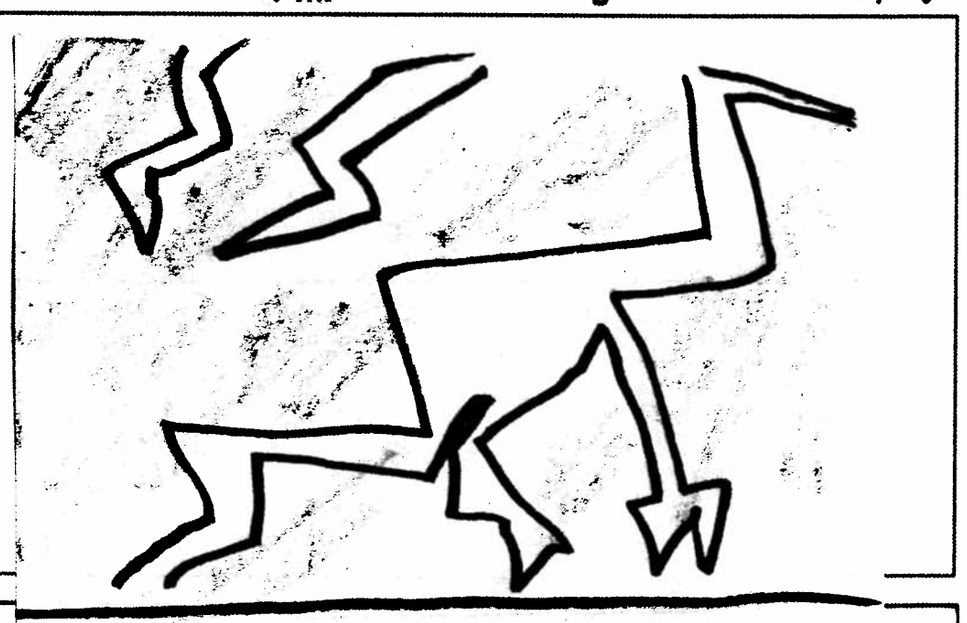
Page 28B

Sc. Pnl. Bg. day night



IK: VERY WELL!

Sc. Pnl. Bg. day night



- LIGHTENING ACROSS SCREEN -



IK: HAS MAGIC SPARK

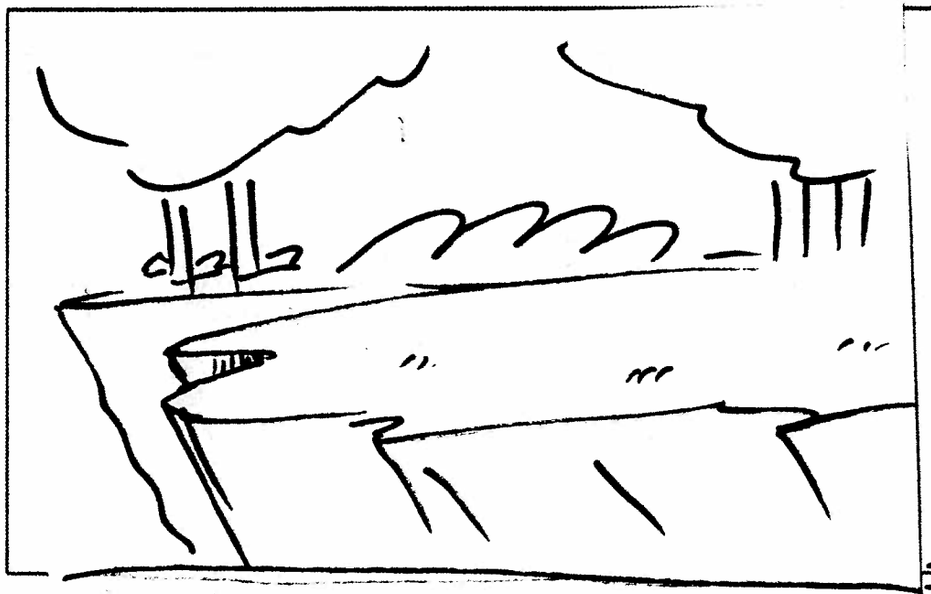
EPISODE #

Production :

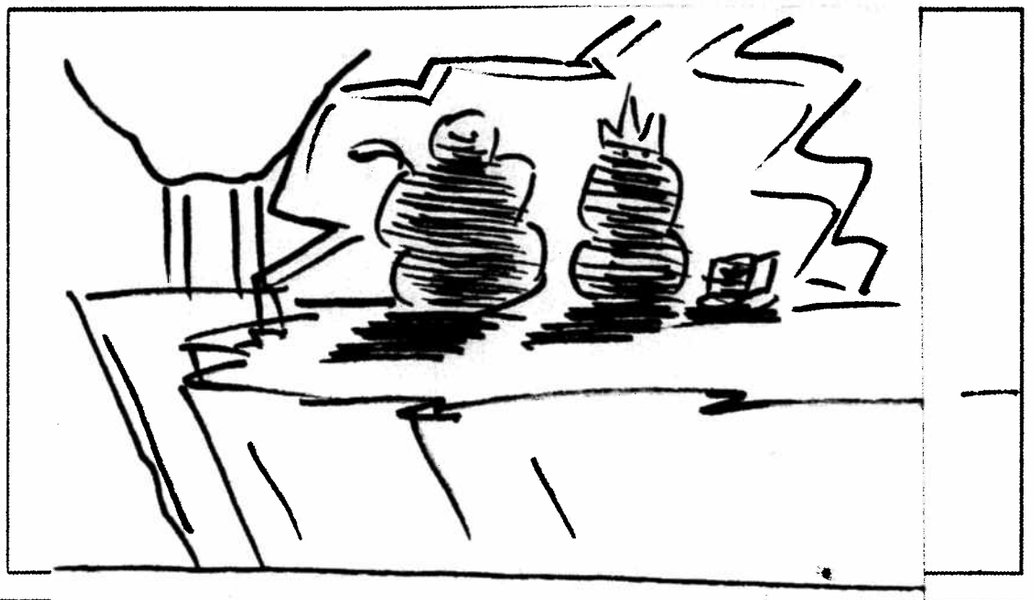
ADVENTURE TIME

Page 289

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



ZAP!

Dia

Acti

Timing:

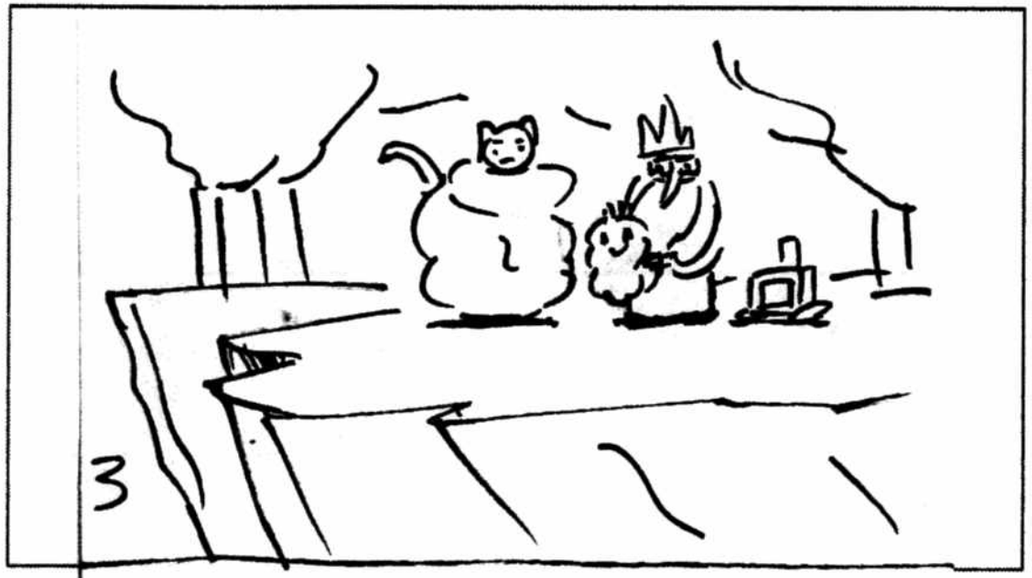
EPISODE #

Production :

...contents is the Property of Cartoon Network, Inc. It is unpublished and protected by laws from use, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog

K: AS MY SON YOU CAN HAVE EVERYTHING YOU WANT!

Action

Timing:

EPISODE #

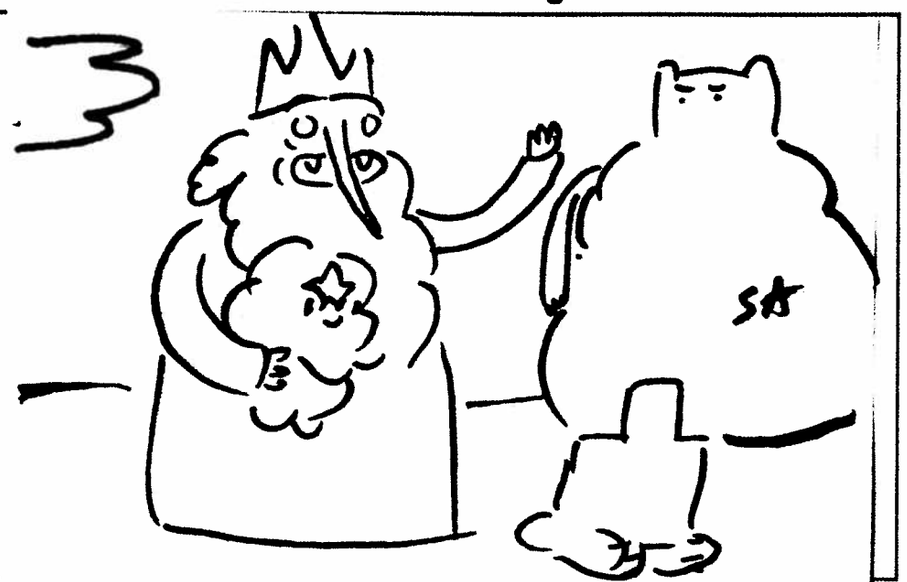
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and may not be used in any manner except for production purposes, and may not be sold or exchanged.

ADVENTURE TIME

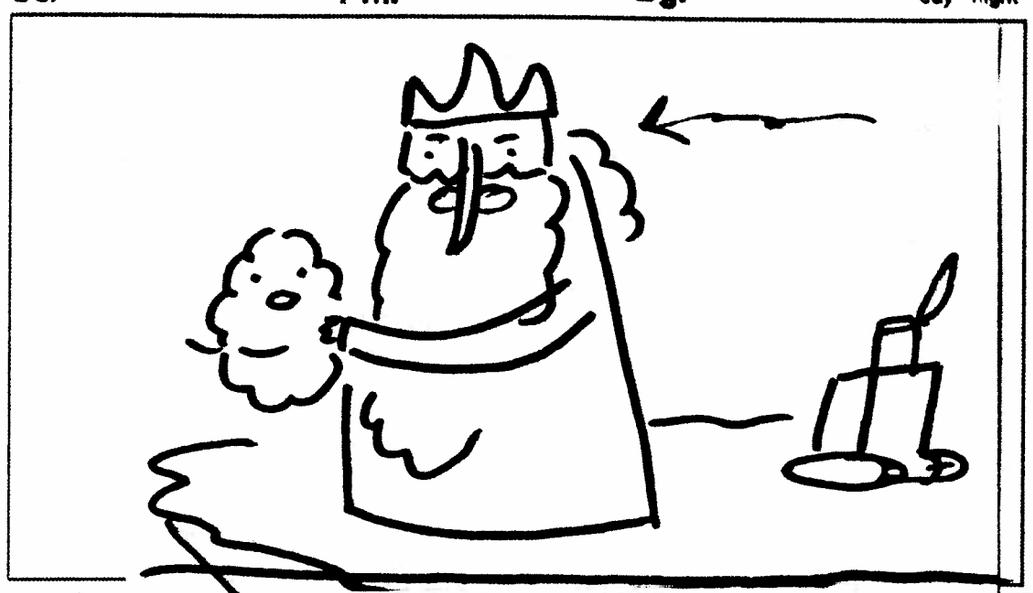
Page 291

Sc. Pnl. Bg. day night



IK: NOTHING IS TOO LAVISH! NOTHING IS TOO EXTRAVEGANT FOR YOU!

Sc. Pnl. Bg. day night



IK: YOU COULD EVEN USE MY LIMITED EDITION PRINCESS PET!

Dialog:

Action:

Timing:

EPISODE #

roduction :

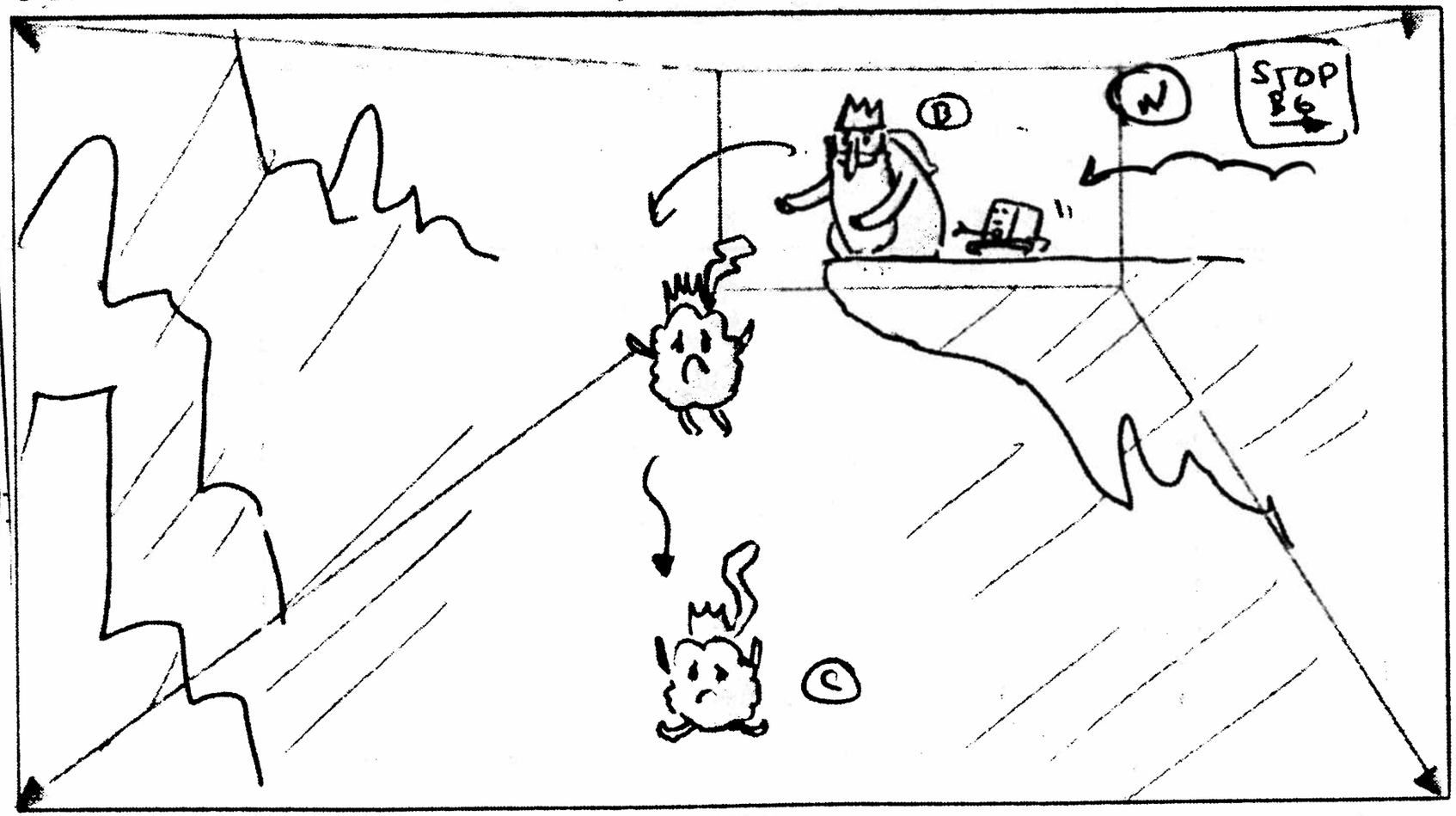
material is the property of Cartoon Network, Inc. It is unpublished and may not be seen from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or auctioned.

ADVENTURE TIME

Sc. Sc. Pnl. 5 Bg. day night

Page 292

day night



Dialog:

Action:

Timing:

EPISODE #

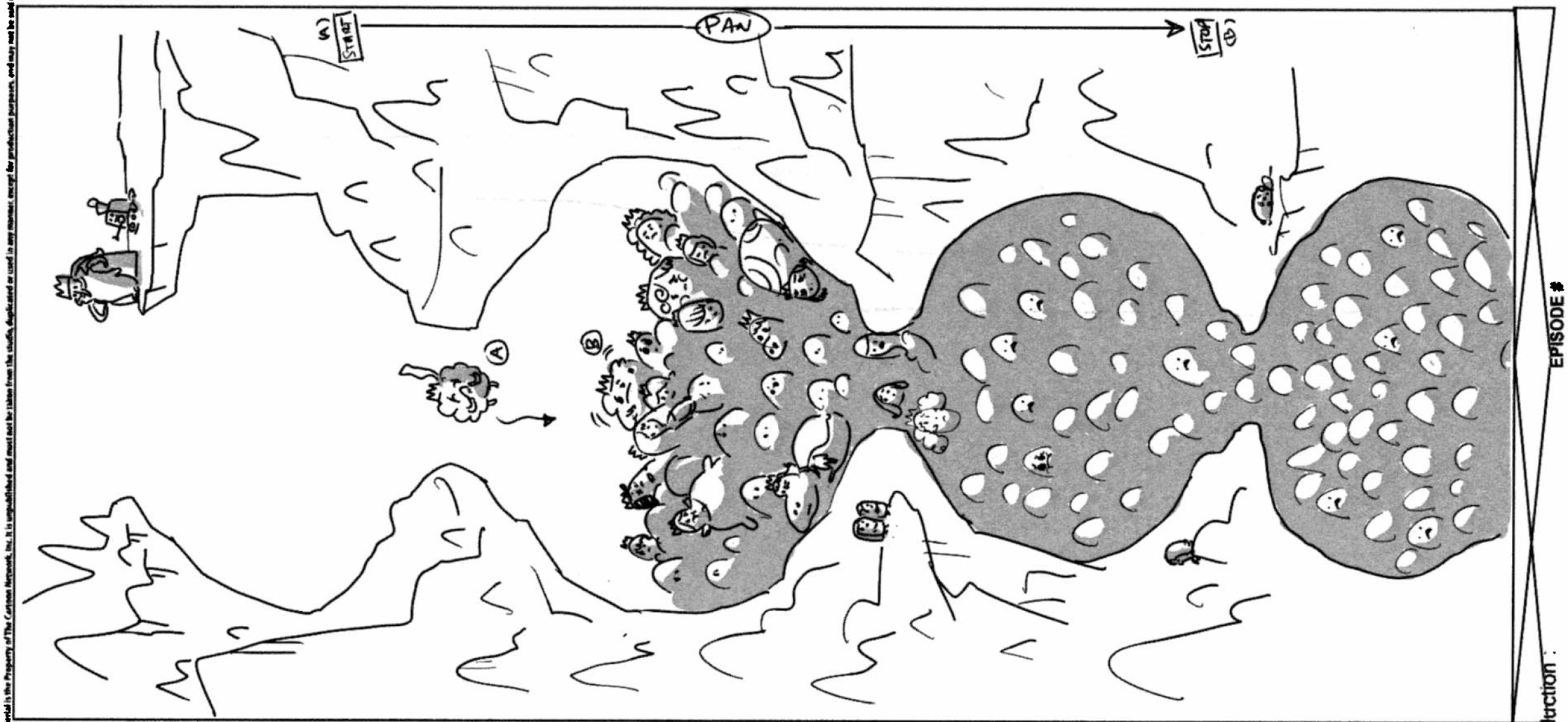
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and may not be in any manner, except for production purposes, without prior written consent.

ADVENTURE TIME

Page 293

Sc. Pnl. C



(1K) (VO) UNTIL one of them decides to marry me.

EPISODE #

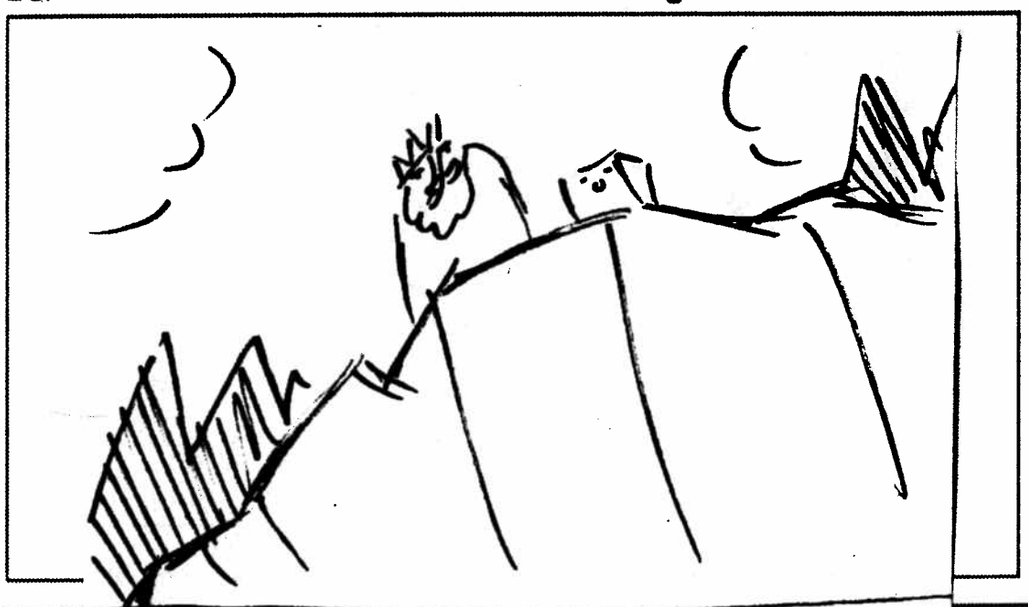
Production #

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

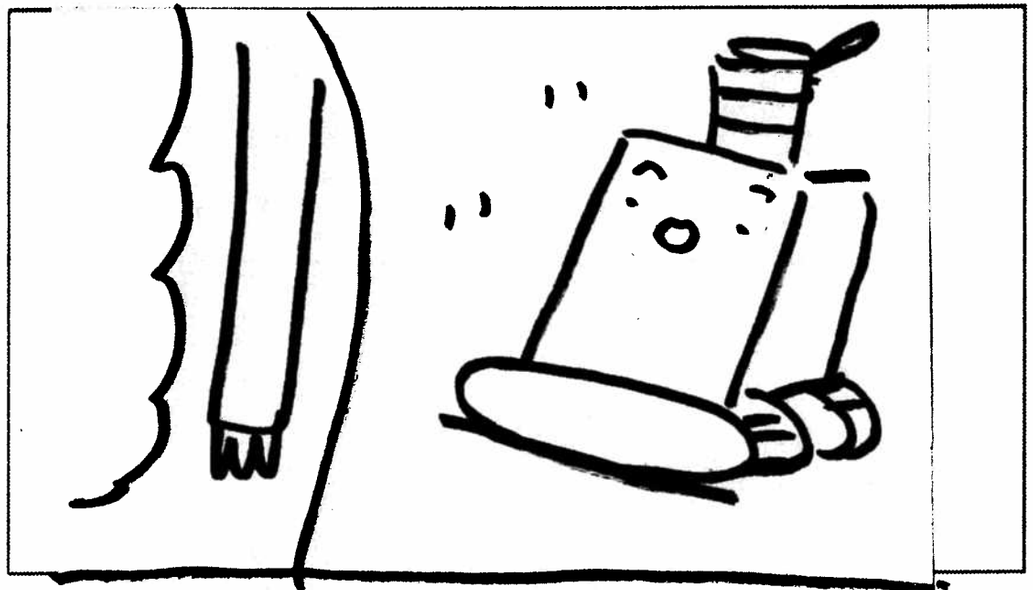
ADVENTURE TIME

Page 293A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog

IK:
IF YOU KEEP YOUR WIVES IN A PIT, THEY WILL STAY WARM AND FEED OFF EACHOTHER.

N: TELL ME MORE PAPI.

Action

Timing:

EPISODE #

roduction :

ADVENTURE TIME

Page 293B

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: I WILL MIJO.

Action:

Timing:

EPISODE #

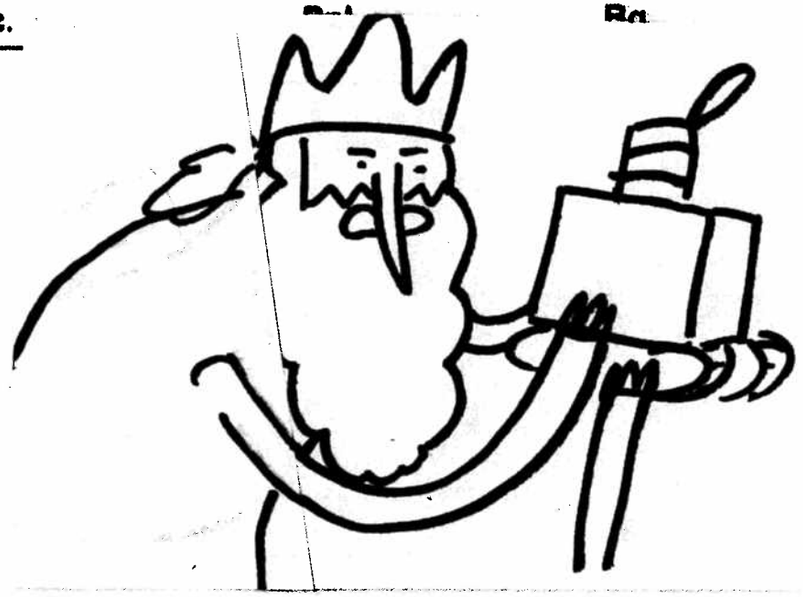
Production :

: 2010 This sketch is the property of The Cartoon Network, Inc. It is protected under copyright and cannot be used without the express written permission of Cartoon Network, Inc. Any unauthorized copying, reproduction, distribution, publication, display, or transmission of this sketch or any portion thereof is prohibited.

ADVENTURE TIME

Page 293C

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: BUT THEN YOU HAVE TO DO SOMETHING FOR ME.

IK I WANT A SON WHO CAN DO BETTER THAN I.

[redacted]

Action:

Timing:

EPISODE #

roduction :

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialo

ONE WHO CAN SUCCEED WHERE I HAVE FAILED.

(BEAT)

Actio

Timing:

EPISODE #

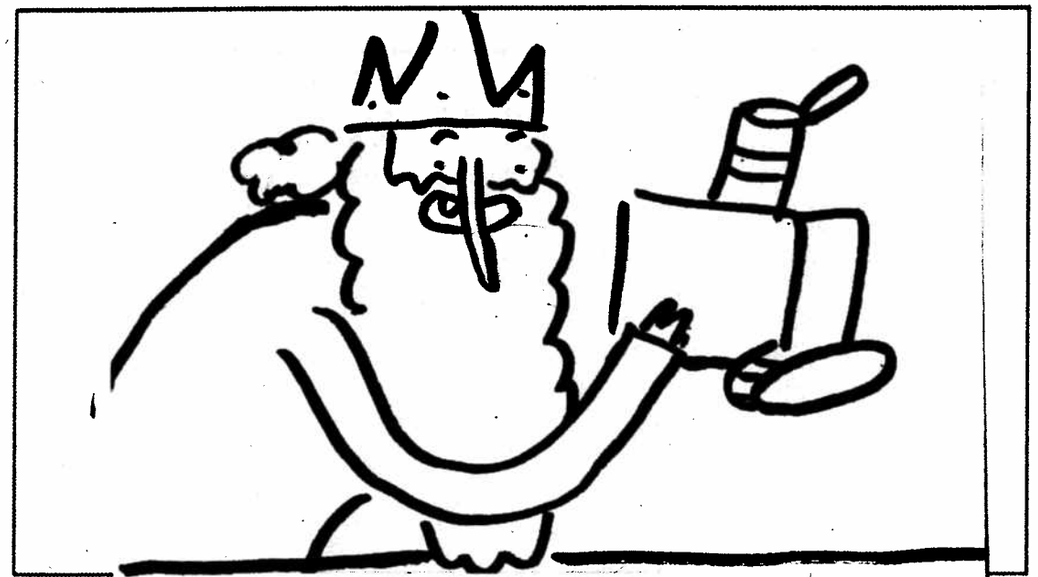
Production :

© 2008 Cartoon Network. All rights reserved. No portion of this production may be reproduced or exploited in any manner without the prior written permission of Cartoon Network.

ADVENTURE TIME

Page 294

Sc. Pnl. Bg. day night



IK: YOU CAN MATE WITH ROBOT PRINCESSES!

Sc. Pnl. Bg. day night



N: CAN I STILL PRANK WITH FIN AFTER?

Dialog:

Action:

Timing:

EPISODE #

roduction :

ADVENTURE TIME

Page 295

Sc. Pnl. Bg. day night



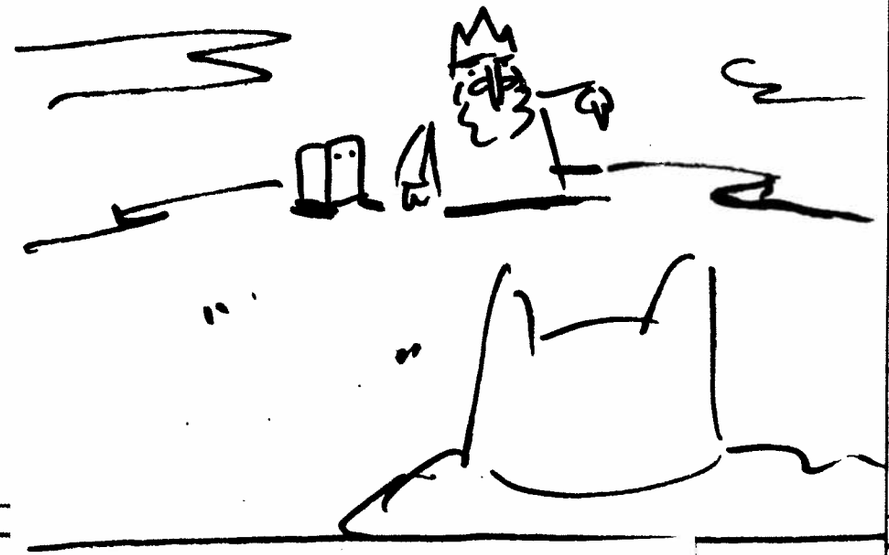
Dialog:

IK: NOO!!!!
NO FIN!
ONLY ME!

Action:

Timing:

Sc. Pnl. Bg. day night



I'll SHOW YOU WHAT WILL HAPPEN IF YOU HANG OUT WITH HIM!

EPISODE #

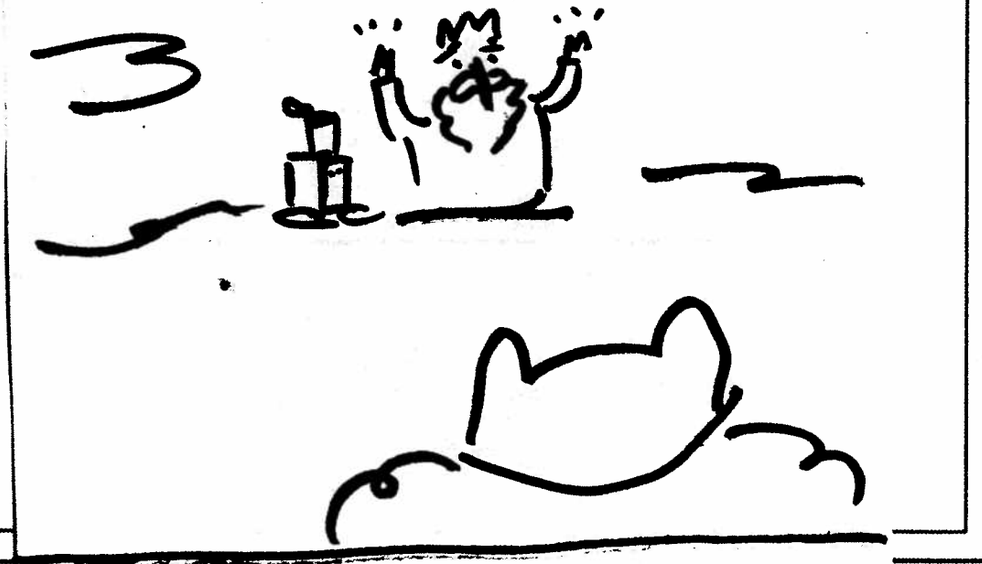
roduction :

...is the Property of Cartoon Network, Inc. It is unpublished and protected by copyright laws. Any unauthorized use, duplication or sale is prohibited. Any copyright, trademark or other notice may not be removed or altered.

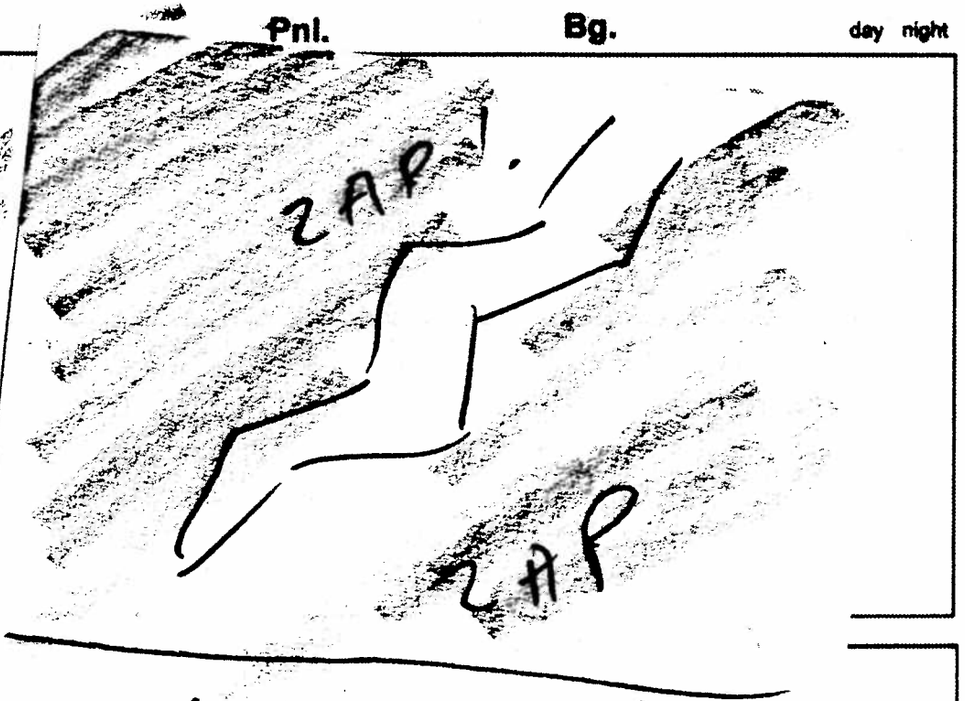
ADVENTURE TIME

Page 29b

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialo

Actio

LIGHTENING ACROSS SCREEN.

Timing:

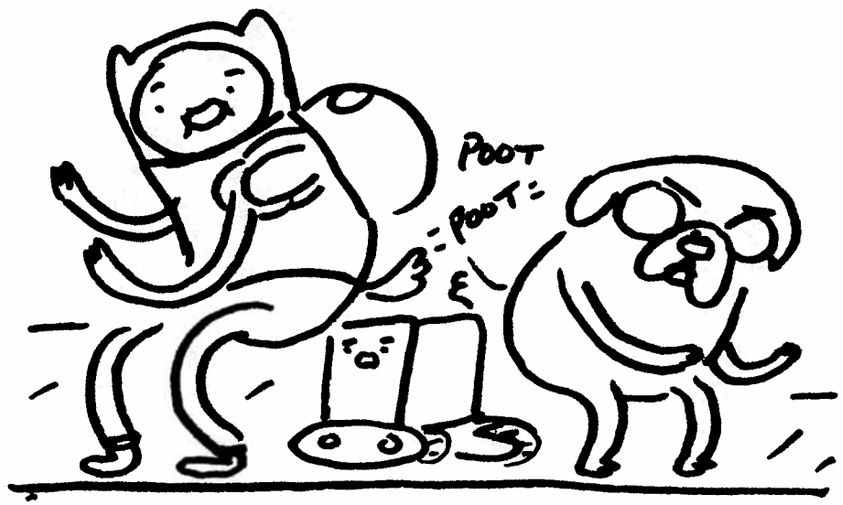
EPISODE #

Production :

© 2012 Cartoon Network. All Rights Reserved. TM and ® Cartoon Network. The use of this material is expressly prohibited except as authorized by Cartoon Network. Any unauthorized use, duplication, or distribution of this material is strictly prohibited.

ADVENTURE TIME

Sc. Pnl. Bg. day night



F: J:

POOT POOT POOT POOT POOT POOT

Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night



BOTH: YEAH!

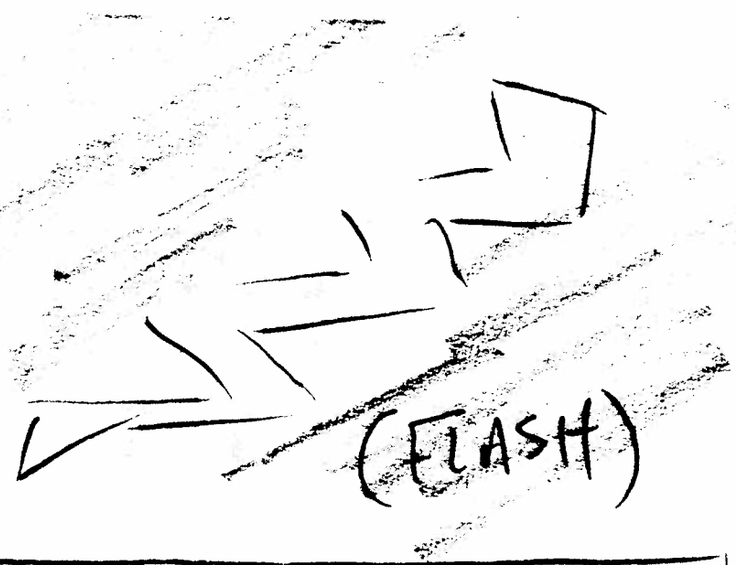
POOTIN' ON NEPTR TO THE MAX!

EPISODE #

duction :

ADVENTURE TIME

Sc. Pnl. Bg. day night



Dialog:

IK: NOW DO YOU SEE WHAT I'VE BEEN TRYING TO PROTECT YOU FROM!?

Action

Timing:

Sc. Pnl. Bg. day night



IK: HEY ICE KING!

EPISODE #

Production

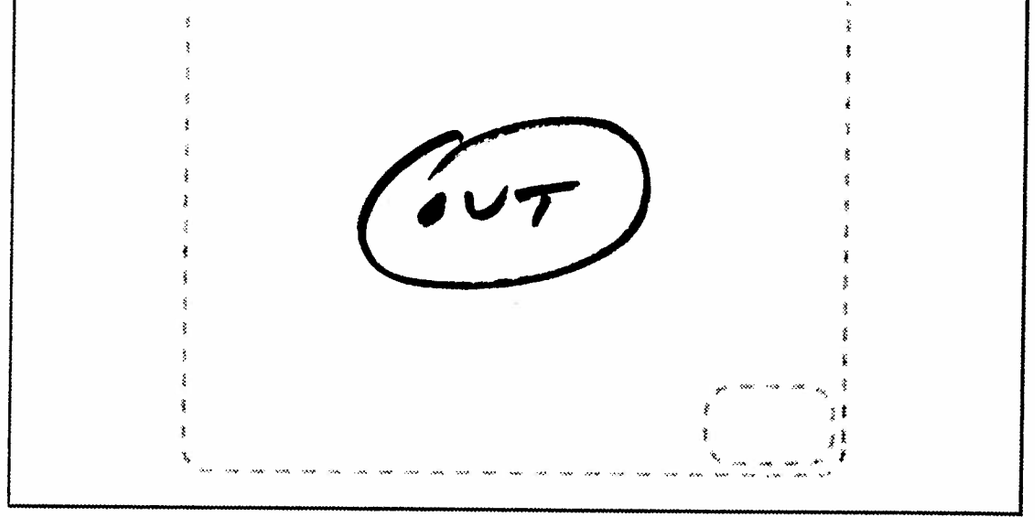
ADVENTURE TIME

Page 299

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dial

F: S[illegible]!
Be Quiet!

Acti

Timing:

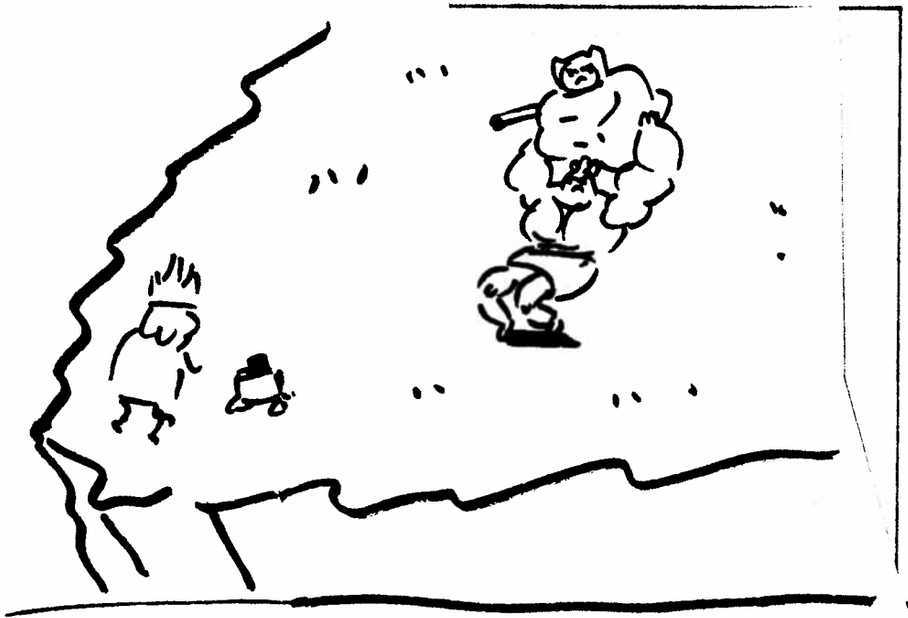
EPISODE #

roduction :

RE TIME

Page 300

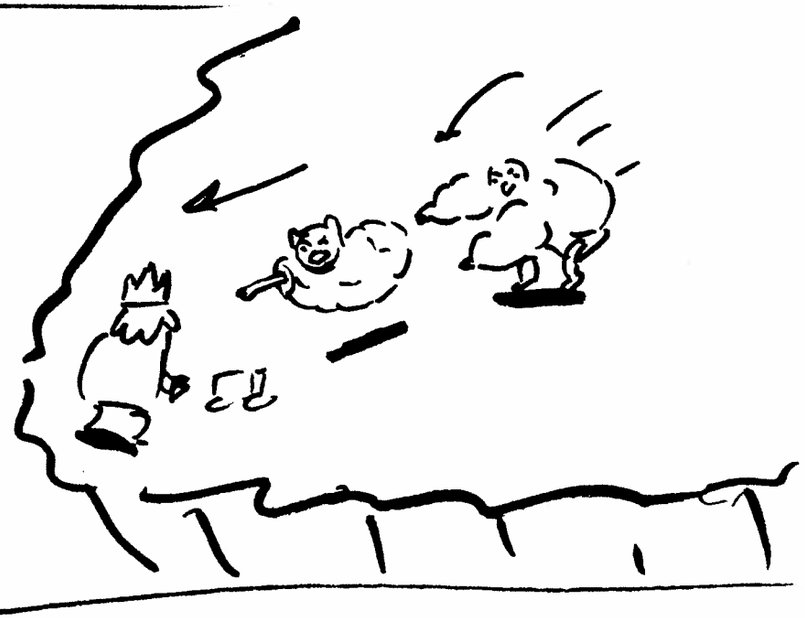
Bg. day night



Sc.

Pnl.

Bg.



day night

Dialog:

Action:

Timing:

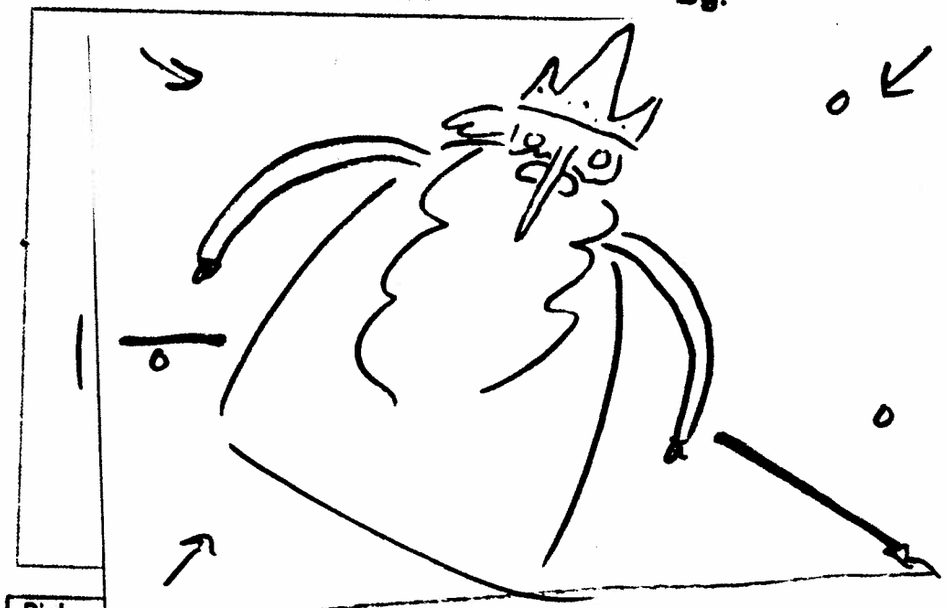
EPISODE #

xduction :

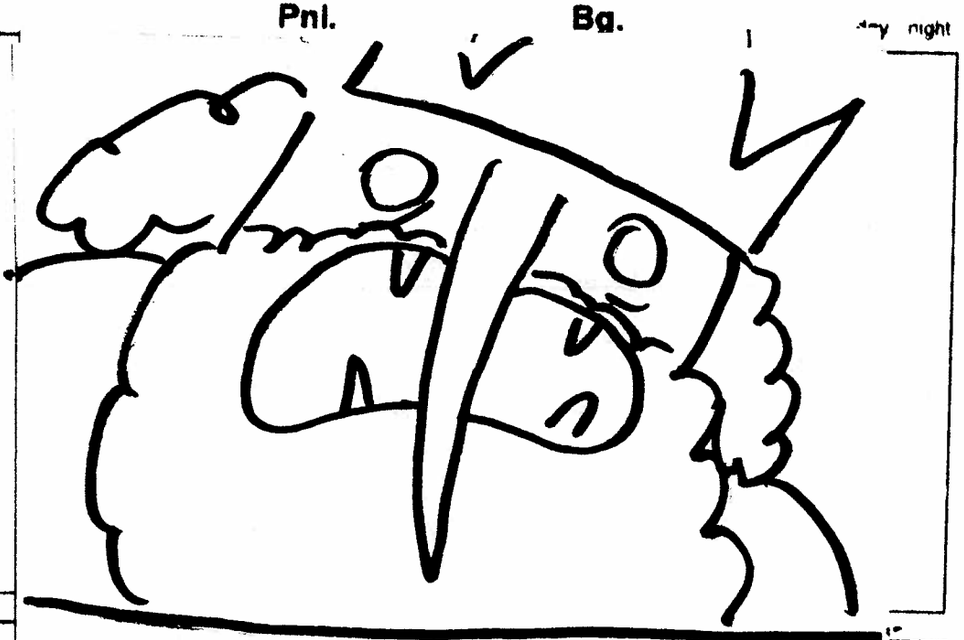
ADVENTURE TIME

Page 301

Sc. | Pnl. | Bg. | day night



Sc. | Pnl. | Bg. | day night



Dialog:

Action:

Timing:

EPISODE #

Production

ADVENTURE TIME

302

Sc. Pnl. Ba.



(F) GRUNTS

Sc. Pnl. Ba.



3

IK: AHH!

Dialog:

Action:

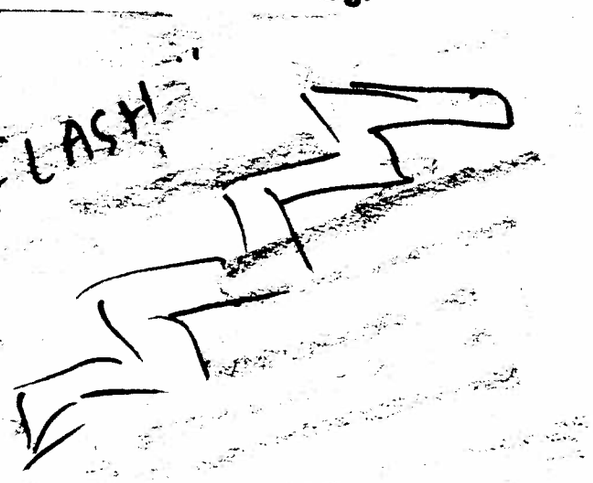
Timing:

EPISODE #

...is the Property of The Cartoon Network, Inc. It is copyrighted and may not be used in any manner whatsoever without the express written permission of Cartoon Network, Inc. ...production of this material is strictly prohibited.

ADVENTURE TIME

Sc. Pnl. Bg. day night



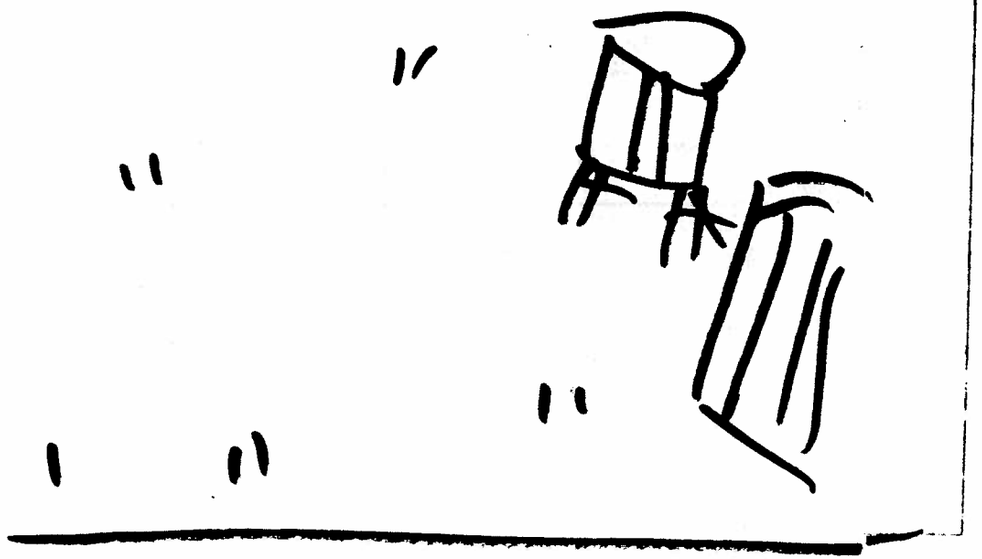
Dialog:

SFX:
THUNDER.

Action:

Timing:

Sc. Pnl. Bg. day night



(12) SCREAMING

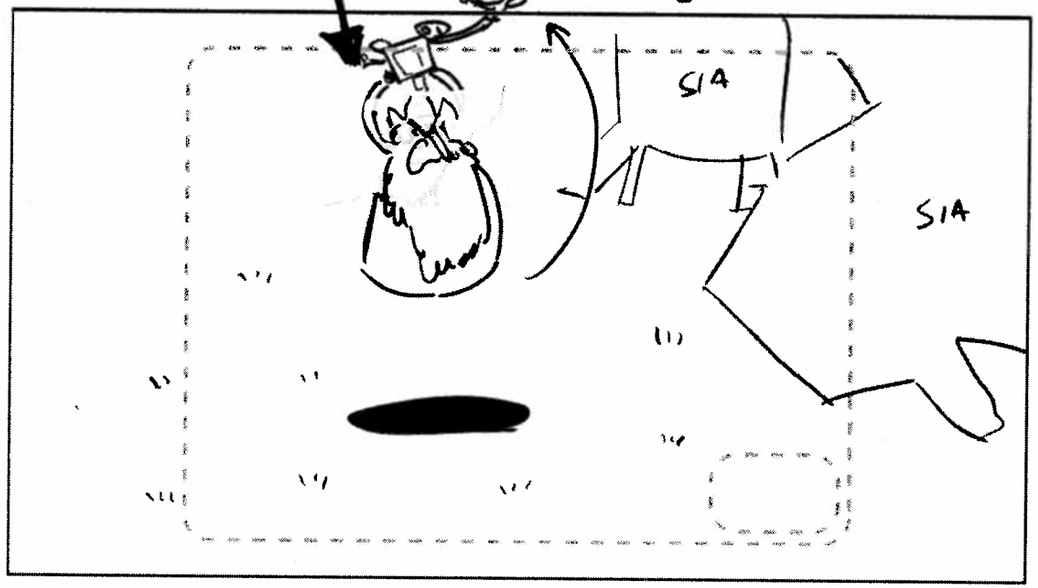
EPISODE #

PRODUCTION

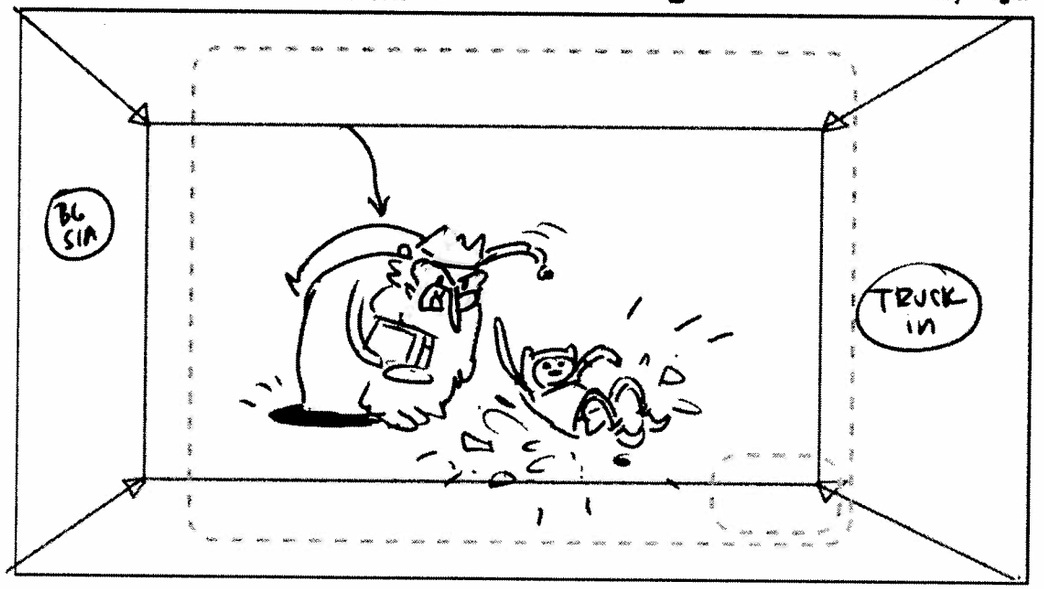
ADVENTURE TIME

Page 304

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

(1K) AAAA!

Action:

Timing:

(1K)

SFX: ICE BREAK.

EPISODE #

Production :

• 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or exchanged.

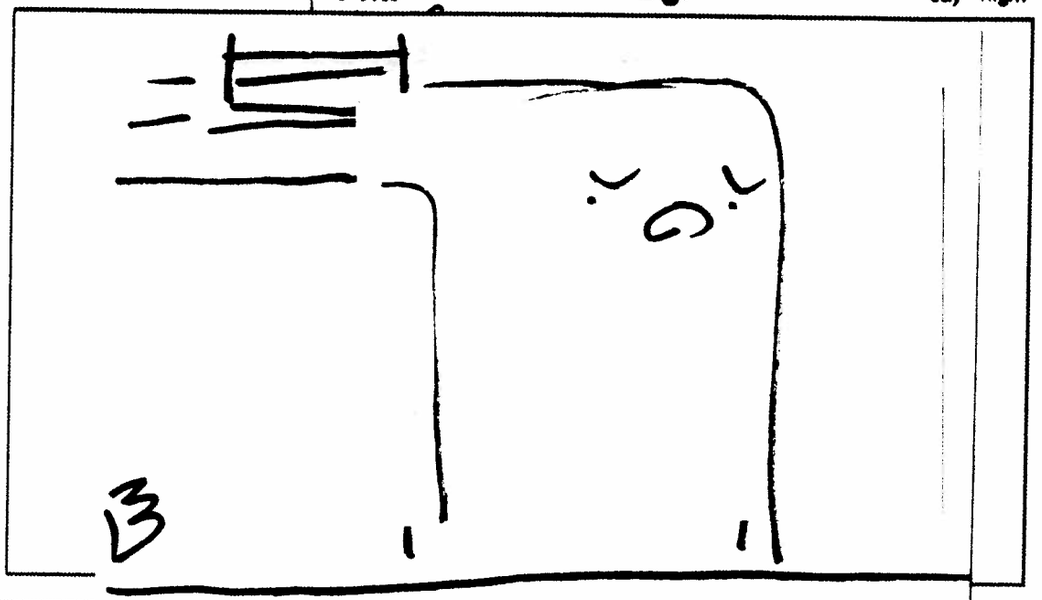
ADVENTURE TIME

Page 305

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: I'M THROUGH PLAYING AROUND SON. WHO DO YOU CHOOSE?

Action:

Timing:

EPISODE #

roduction :

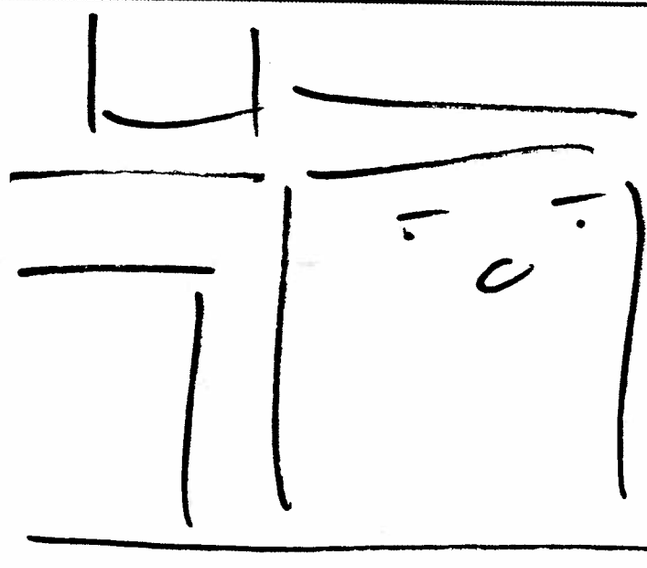
ADVENTURE TIME

Page 306

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:)

C'MON NEPTR
CHOOSE ME
BUDDY. [redacted]
REMEMBER THE
ADVENTURE
[redacted]Y WE
HAD TO GET
HERE.

Action:

Timing:

EPISODE #

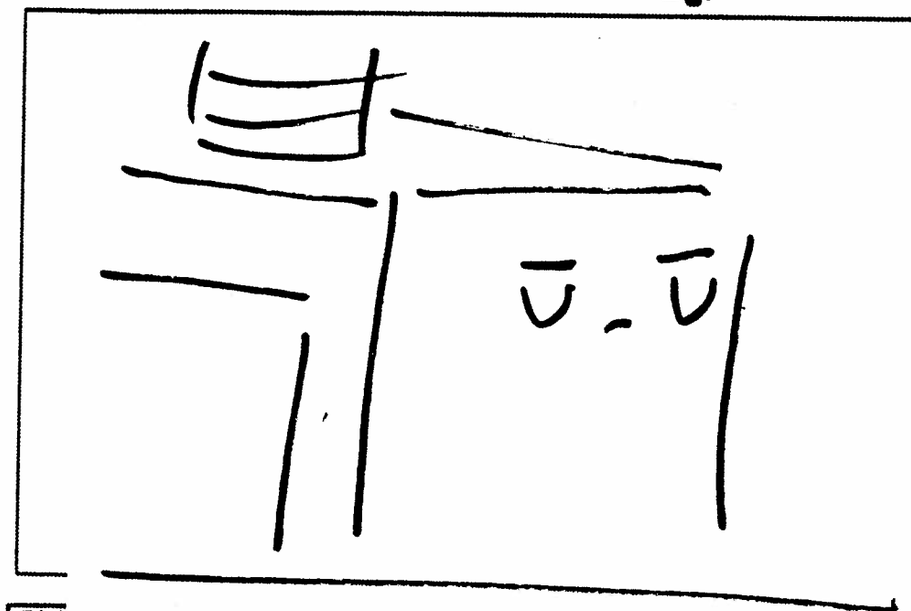
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and not to be published, printed or used in any manner without the written consent of Cartoon Network, Inc.

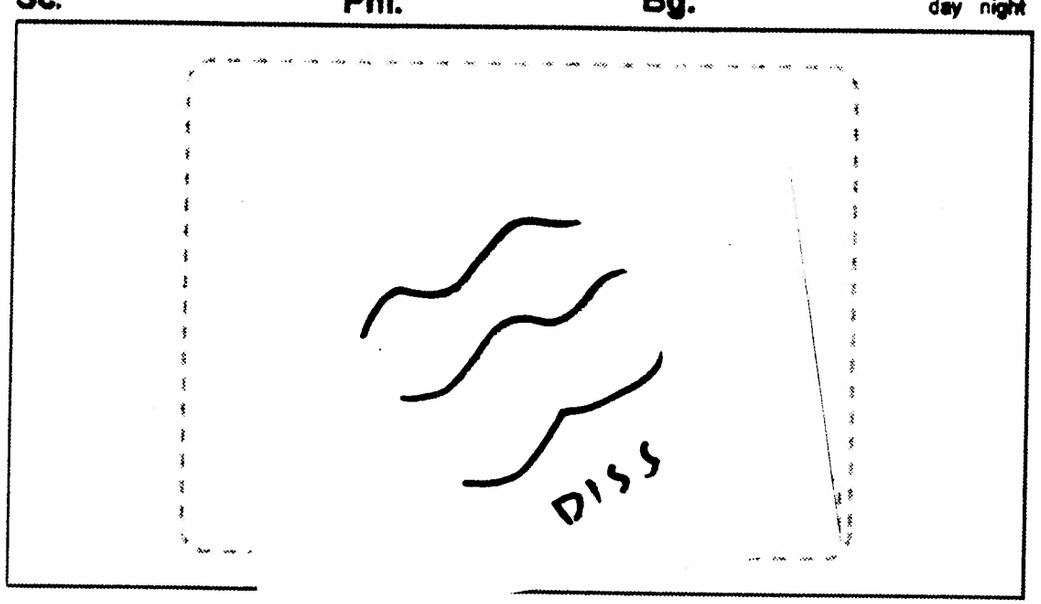
ADVENTURE TIME

Page 307

Sc.	Pnl.	Bg.	day night



Sc.	Pnl.	Bg.	day night



Dial

Acti

Timing:

EPISODE #

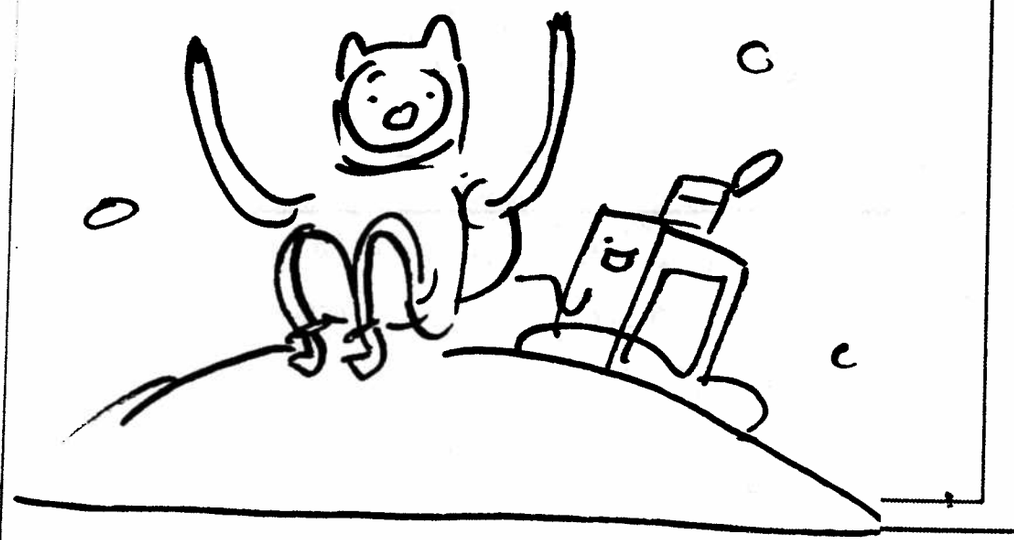
roduction :

is material is the Property of Cartoon Network, Inc. It is unpublished and may contain trade secrets. Duplication or use in any manner, except for production purposes, without the written consent

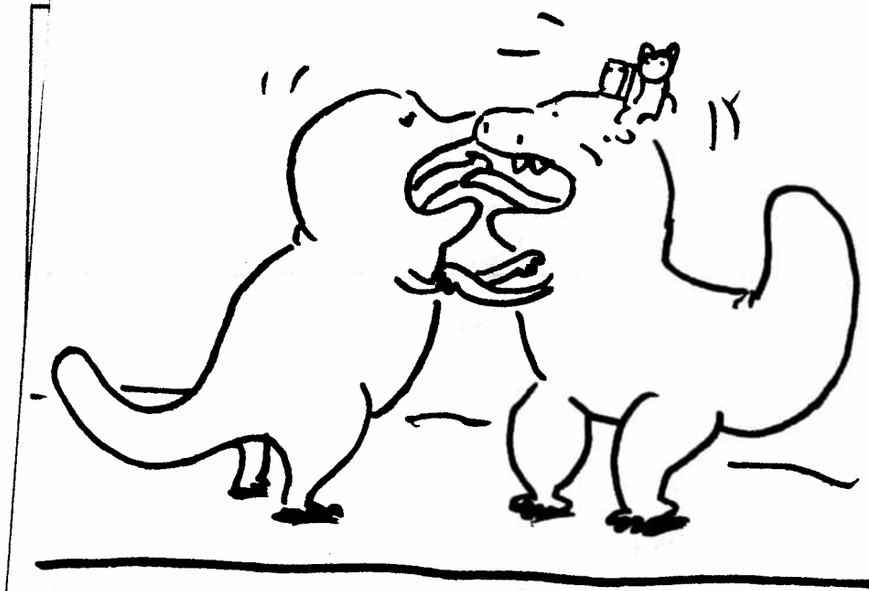
ADVENTURE TIME

Page 308

Sc. Pnl. Bg. day night



S day night



Dia

F+N:

WOO HOO!

Ac

(START MAKING OUT

Timing:

EPISODE #

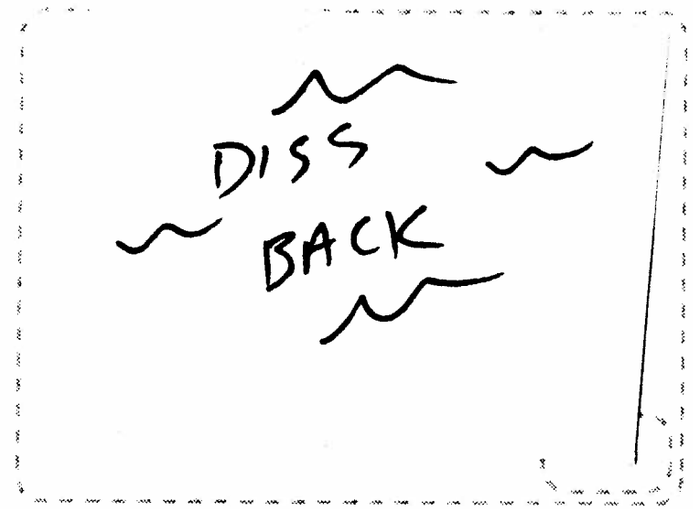
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is copyrighted and intended for viewing purposes only. Any duplication or sale of this material is strictly prohibited.

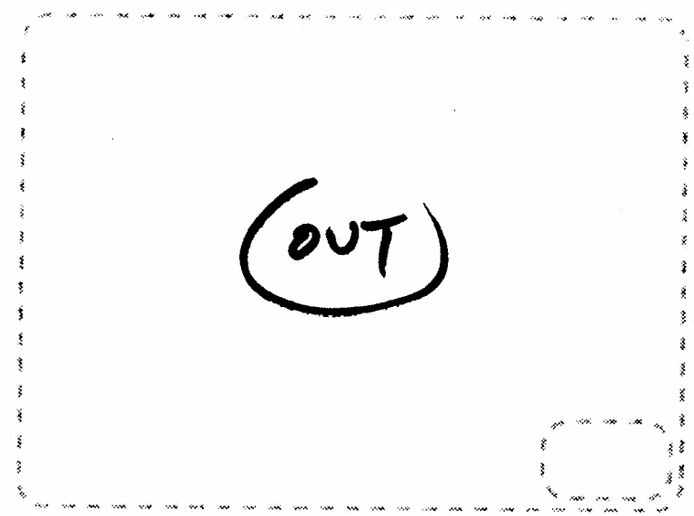
ADVENTURE TIME

Page 309

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

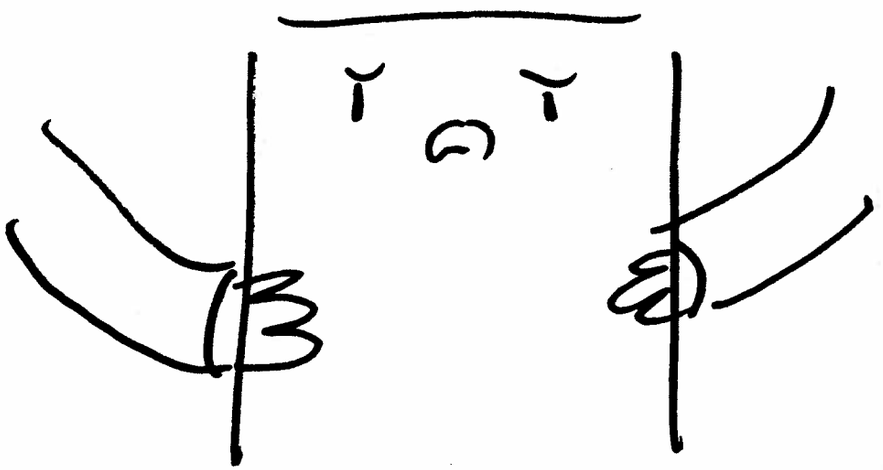
Production :

...material is the Property of Cartoon Network, Inc. It is copyrighted and protected by various domestic and international laws. Any unauthorized use of this material may result in civil and criminal penalties and fines.

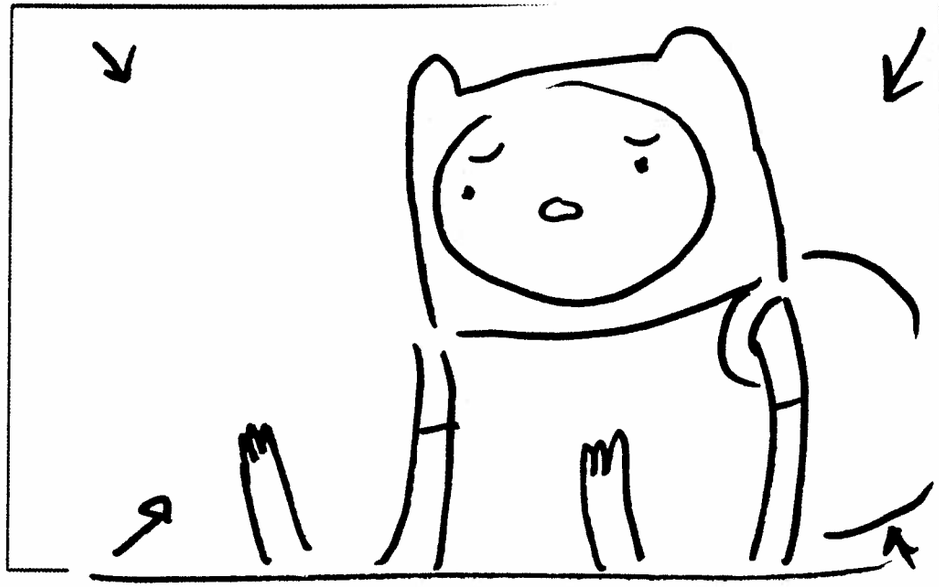
ADVENTURE TIME

Page 31

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

INTENSE MUSIC

Action:

Timing:

EPISODE #

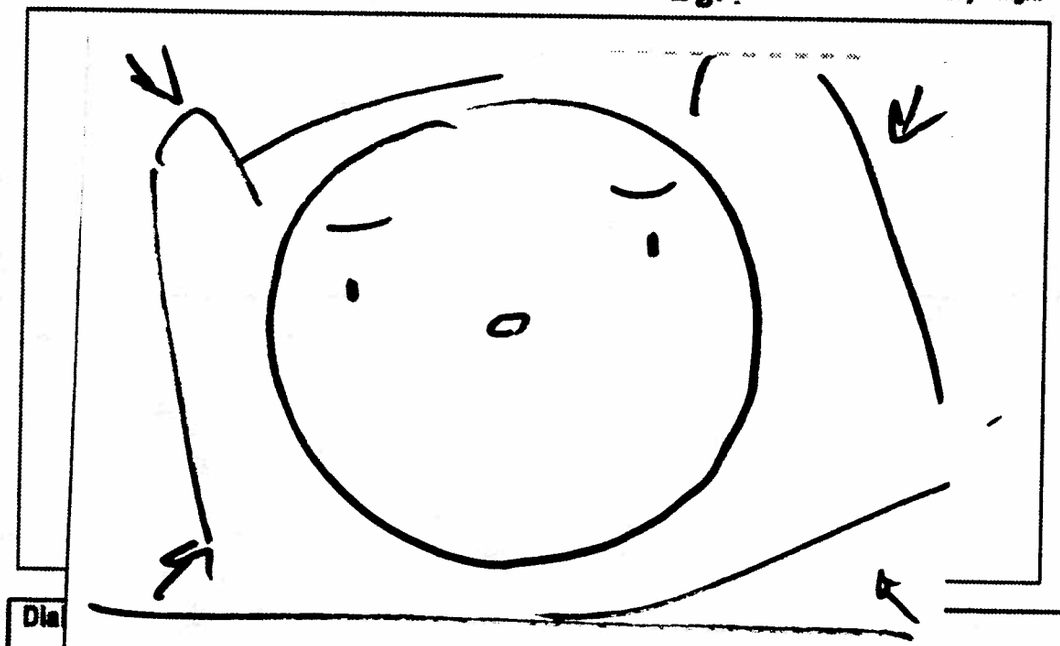
Introduction :

No material is the Property of Film Caravan Network, Inc. It is unpublished and must not be taken from the studio. Duplicated or used in any manner except for production purposes, and may not be sold or rented.

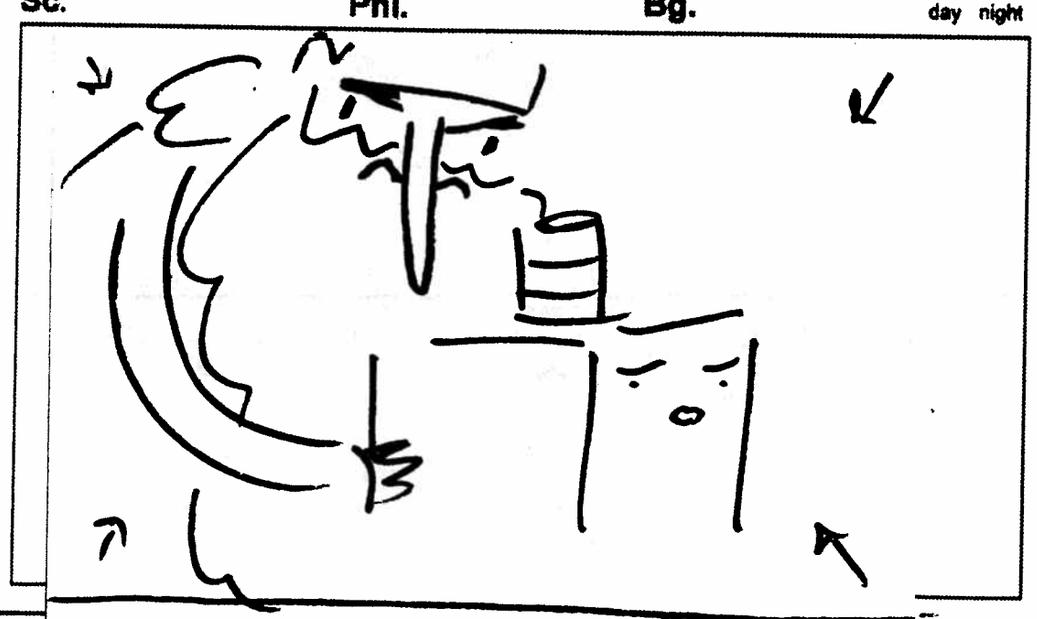
ADVENTURE TIME

Page 311

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dia

Act

Timing:

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is copyrighted and cannot be used in any manner, except for production purposes, without the written consent of The Cartoon Network, Inc.

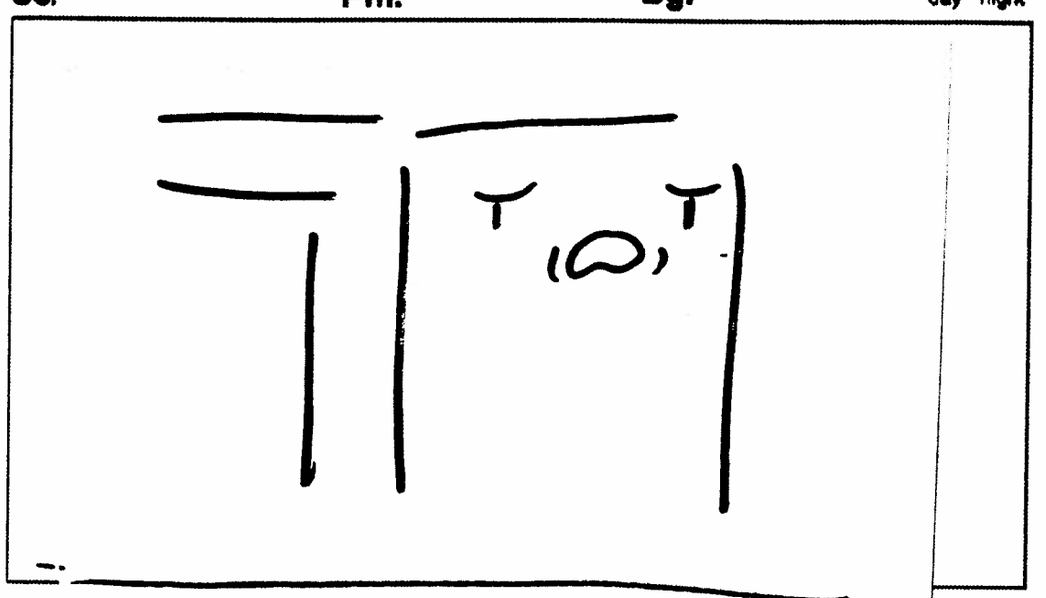
ADVENTURE TIME

Page 312

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

: DRAMA MUSIC ..

N: 1...1

CHOOSE...

Action:

Timing:

EPISODE #

roduction :

ADVENTURE TIME

Page 313

Sc. Pnl. Bg. day night



F: CIMON NEPTR.

Sc. Pnl. Bg. day night



IK: YES NEPTR MAKE THE RIGHT CHOICE.

Dia

Act

Timing:

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is copyrighted and protected by law. It may not be copied, reproduced, published, or used in any manner, except by prior written permission of the copyright owner.

ADVENTURE TIME

Page 314

Sc. Pnl. Bg. day night



N: I CHOOSE..

Sc. Pnl. Bg. day night



ICE KING.

Dial

Acti

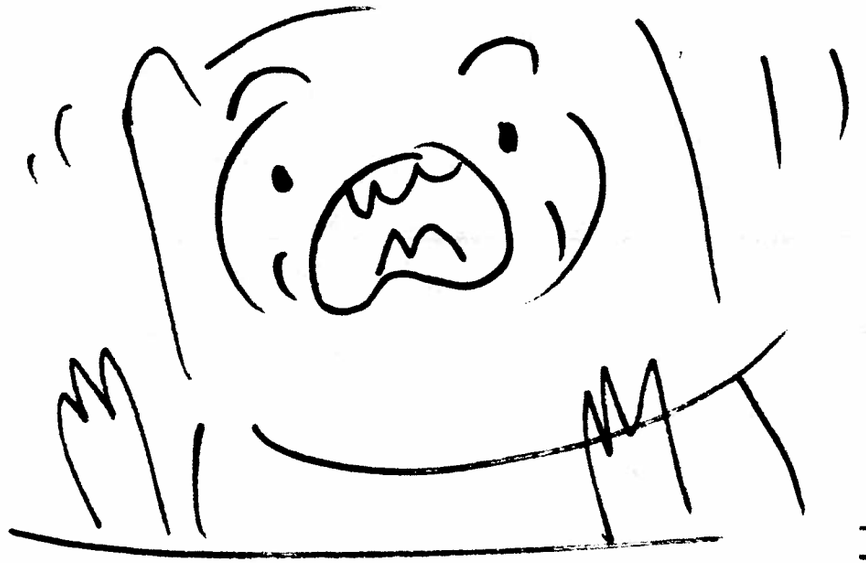
Timing:

EPISODE #

roduction :

ADVENTURE TIME

Sc. Pnl. Bg. day night



F: WHAT!

Sc. Pnl. Bg. day night



CRYING NOISE.

Dialo

Actio

Timing:

EPISODE #

Production :

: 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and may not be transmitted, reproduced or used in any manner, except for production purposes, without the written consent.

ADVENTURE TIME

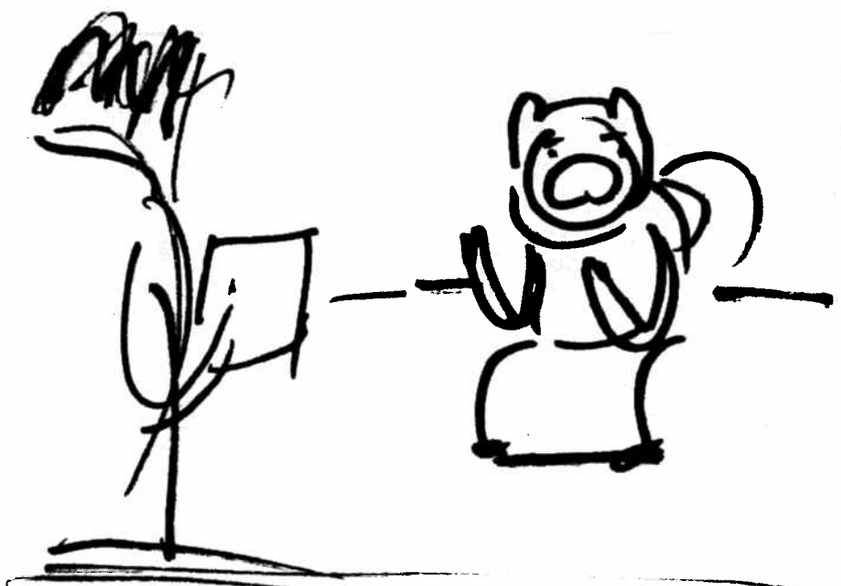
Page 316

Sc. Pnl. Bg. day night



I KNEW YOU'D MAKE THE RIGHT CHOICE.

Sc. Pnl. Bg. day night



F: NEPTR

YOU'VE GOTTA BE FLIPPIN KIDDIN ME!

Dial

Acti

Timing:

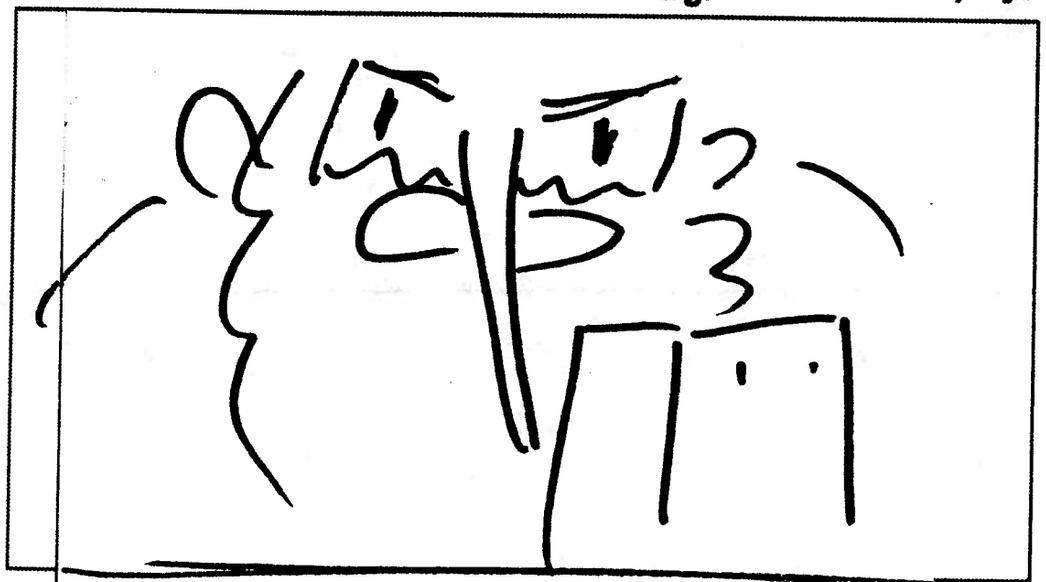
EPISODE #

Production :

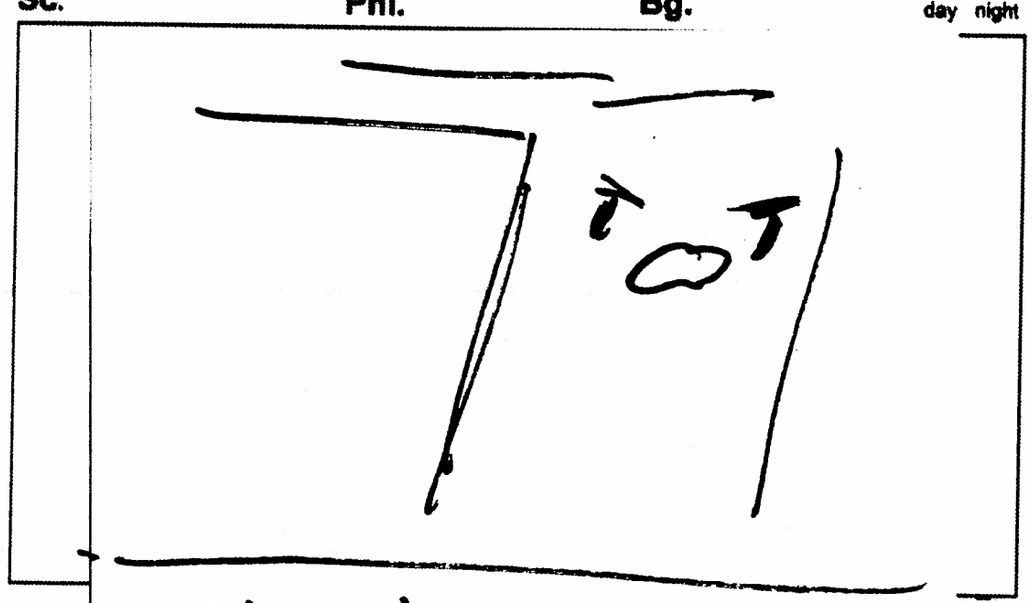
No material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for preliminary purposes, and may not be sold or transferred.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dia

IK: HE MADE HIS CHOICE Get OVER IT CRY BABY.

N: I'M NOT FINISHED.

Act

Timing:

EPISODE #

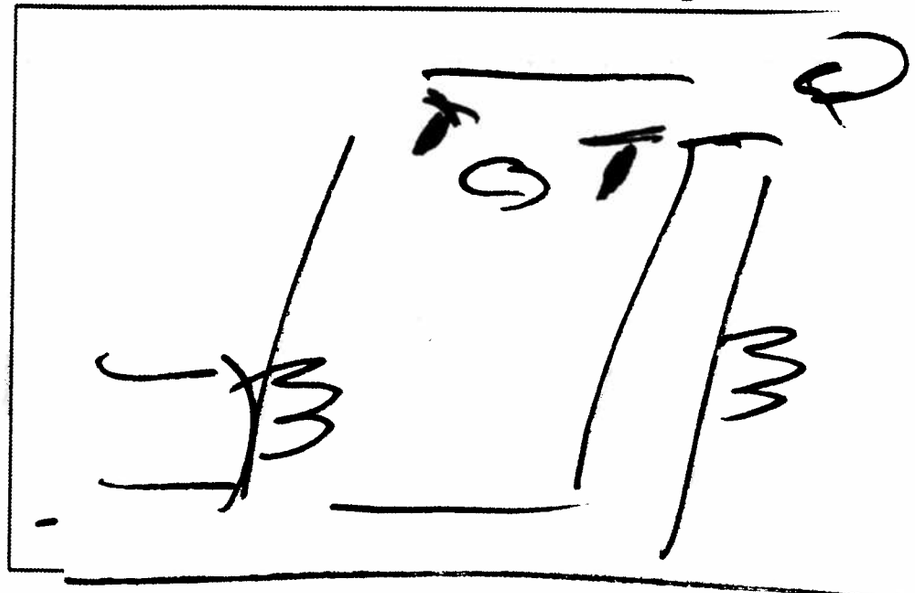
Production :

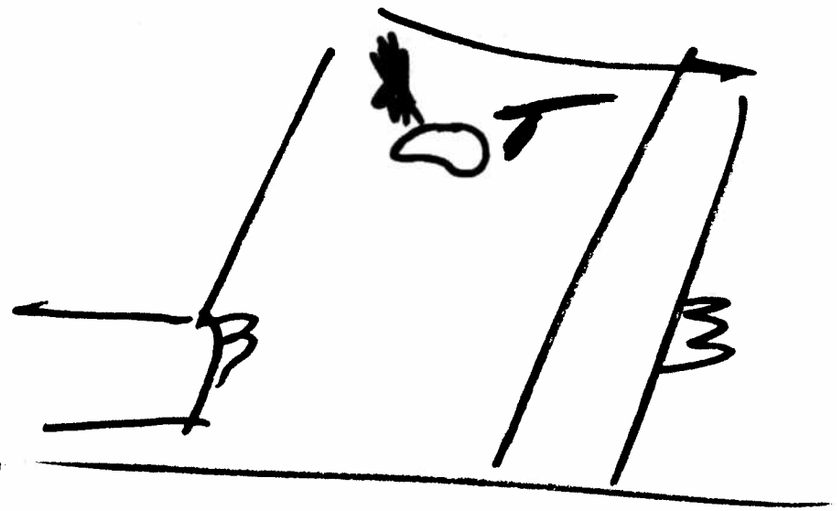
© This material is the Property of The Cartoon Network, Inc. It is unpublished and may not be used in any manner, except by the employees or licensees, without the written permission of The Cartoon Network, Inc.

ADVENTURE TIME

Page 318

Sc. Pnl. Bg. day night Sc. Pnl Bg day night





Dialo

N: I CHOOSE ICE KING

N: to prank!

HARD CORE!

Actio

Timing:

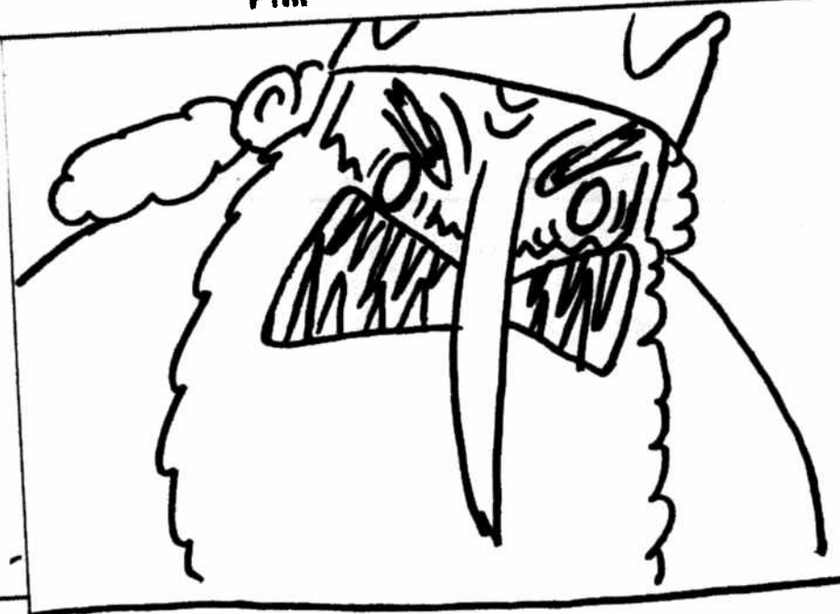
EPISODE #

roduction :

ADVENTURE TIME

Page 319

Sc. | Pnl. | Bg. | day night



Sc. | Pnl. | Bg. | day night



Dialog:

IK: WHAT!

N: FRESH BAKED IRONIC PIE!!!

Action:

Timing:

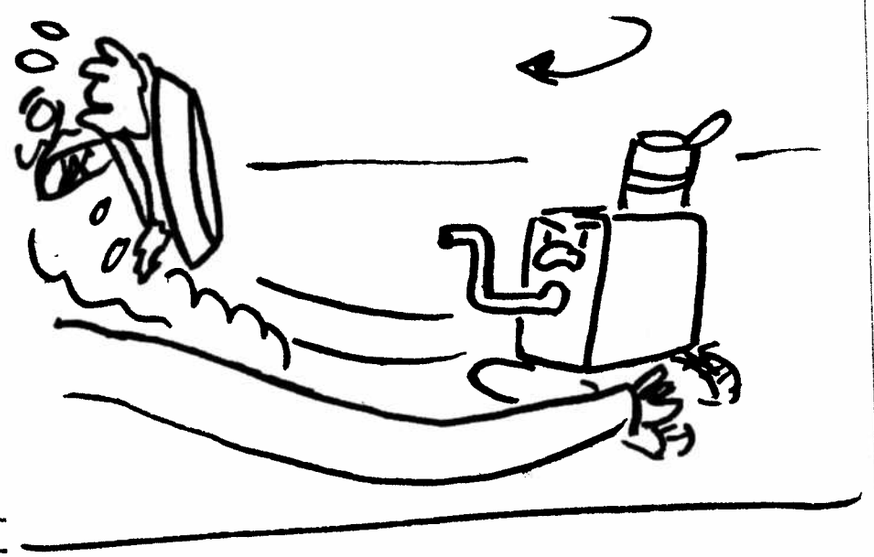
EPISODE #

Production :

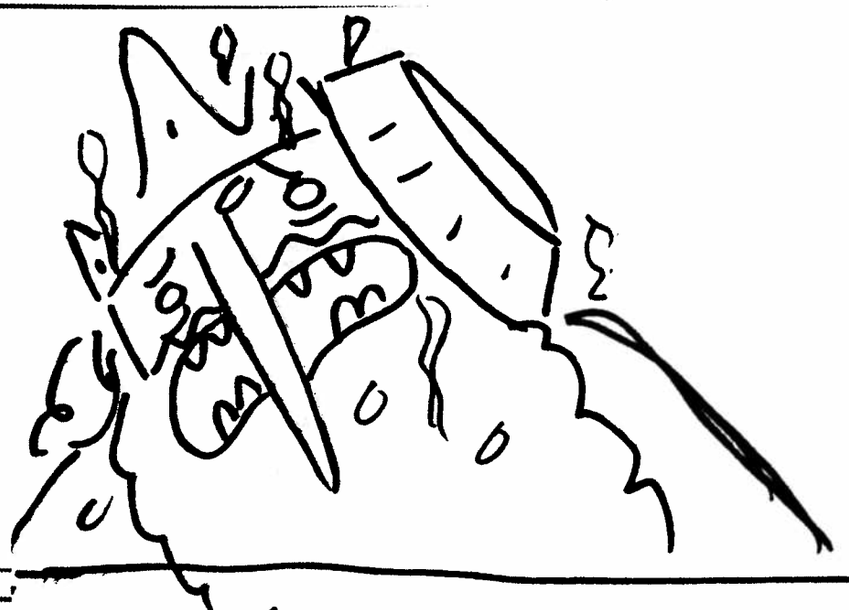
ADVENTURE TIME

Page 320

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



(SIZZLE)

Dialog:

Action:

Timing:

EPISODE #

Production :

...is the Property of Cartoon Network, Inc. It is unpublished and protected by copyright laws of the United States and other countries. Any duplication or use in any manner without the express written permission of Cartoon Network, Inc. is prohibited.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



(SFX: TIN HITS GROUND)

Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

Page 322

Sc. Pnl. Bg. day night



Sc. Pnl Bg. day night



DI

IF:

MY FACE...

Ac

WOOO!!!!...

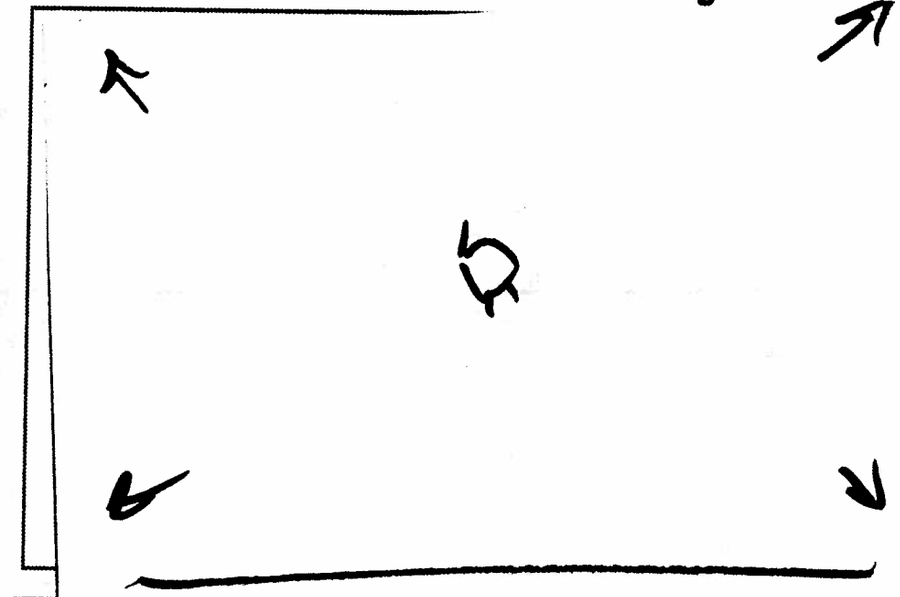
Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



IK: I BIRTHED YOU AND [redacted] I CAN UNBIRTH YOU!

Dl

Act

Timing:

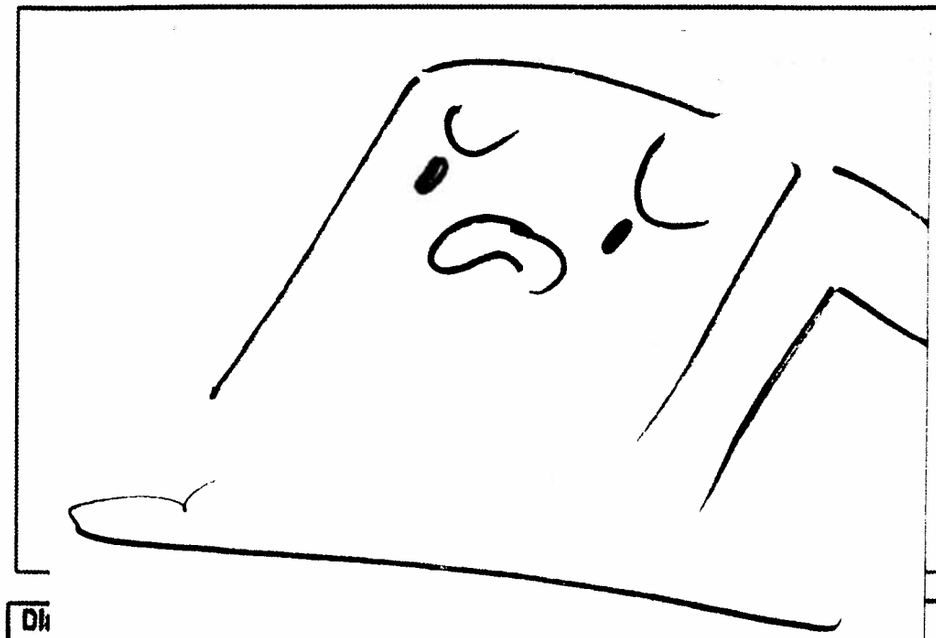
EPISODE #

Production :

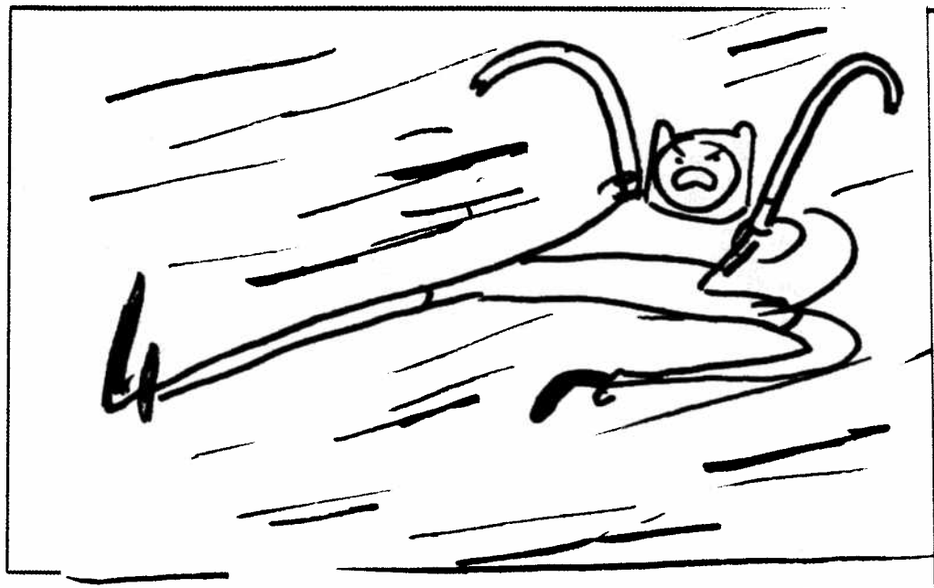
ADVENTURE TIME

Page 324

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



F: NEVER!!!!

Di

Ac

Timing:

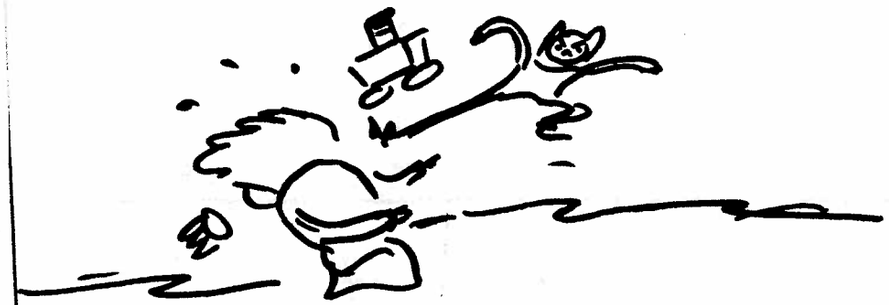
EPISODE #

roduction :

...is the property of The Cartoon Network, Inc. It is unpublished and protected by various domestic and foreign laws. Any unauthorized use or sale is expressly prohibited. Any duplication or use for purposes other than production, without prior written consent...

ADVENTURE TIME

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dia

Acti

Timing:

EPISODE #

Production :

: 2007 This material is the property of Cartoon Network, Inc. It is unpublished and protected by U.S. and international copyright laws. Any unauthorized use, duplication or distribution of this material in whole or in part, by any means, is prohibited.

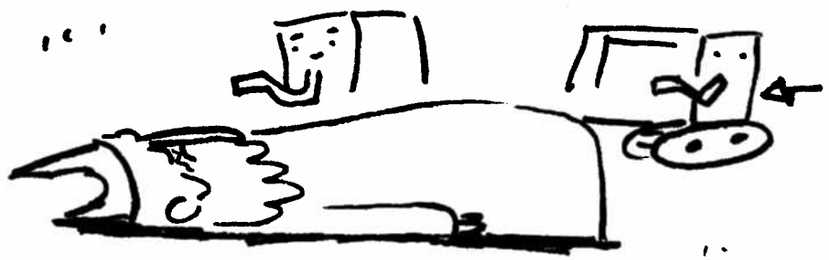
ADVENTURE TIME

Page 326

Sc. Pnl day night



Sc day night



Dialog:

Action:

Timing:

EPISODE #

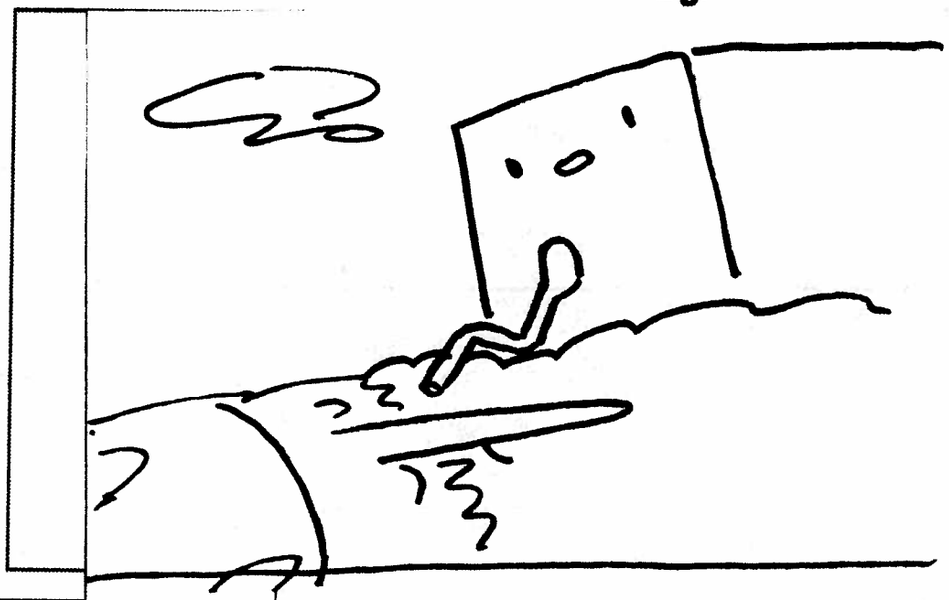
Production :

the material is the Property of Cartoon Network, Inc. It is unpublished and must not be taken from this facility, duplicated or used in any manner except for production purposes without the written consent

ADVENTURE TIME

Page 327

Sc. Pnl. Bg. day night



Dialog

Sleep well papi.

Action

Timing:

Sc. Pnl. Bg. day night



IN YOUR Imagination LONG FULL OF BEAUTIFUL PRINCESSES.

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is copyrighted and may not be used in any manner, except for production purposes, without the written permission of The Cartoon Network, Inc.

ADVENTURE TIME

Page 328

Sc. Pnl. Bg. day night



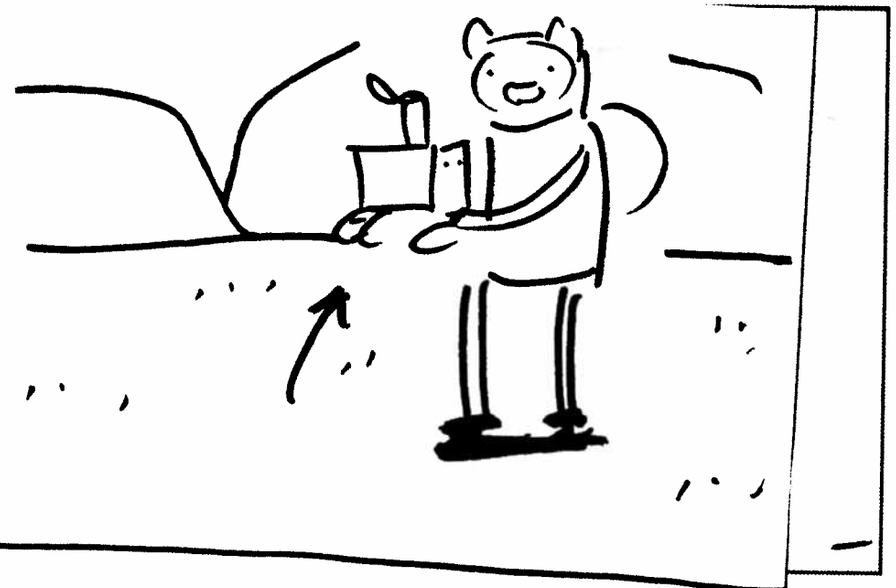
F: NEPTR
DUDE!

Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night



EPISODE #

roduction :

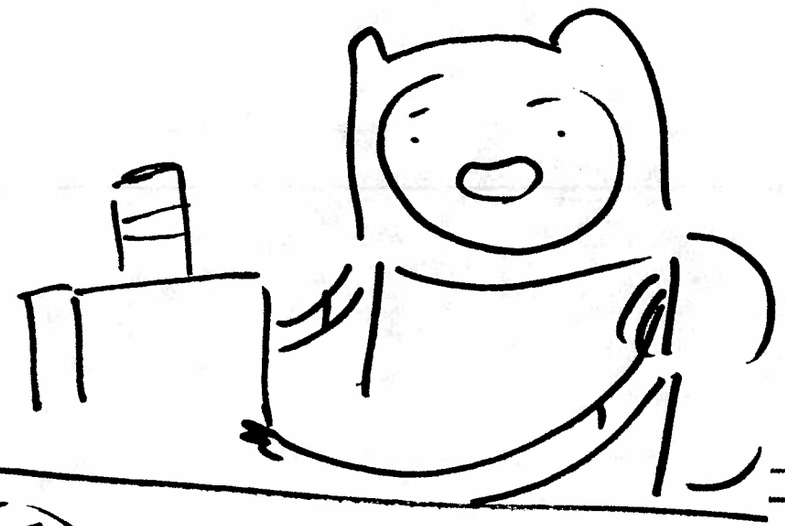
...is the property of Cartoon Network, Inc. It is unpublished and not to be used in any manner for production purposes without prior written consent.

ADVENTURE TIME

329

Page

Sc. Pnl. Bg. day night



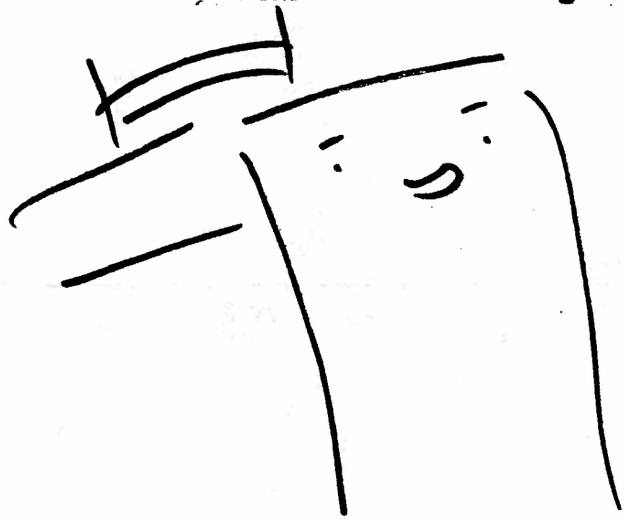
F: YOU WANT TO ~~[illegible]~~ PRANK JAKE?!

Dia

Ac

Timing:

Sc. Pnl. Bg. day night



YES. IT'S WHY I WAS CREATED.

RS

~~BEFORE~~

EPISODE #

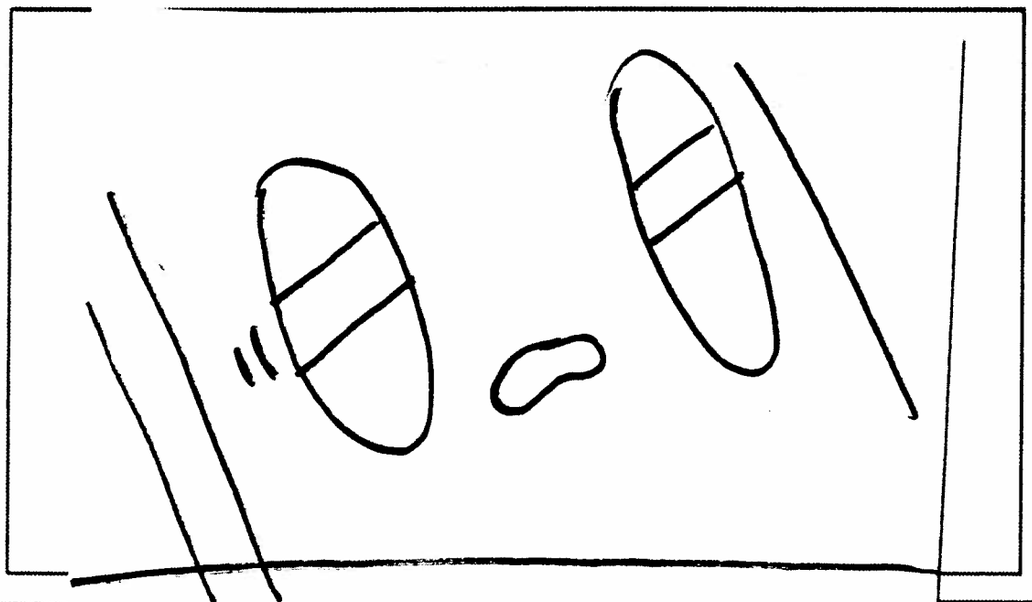
Production :

© 2009 This material is the property of Cartoon Network. It is to be used only for the creation of Fan Art. Any other use is strictly prohibited.

ADVENTURE TIME

Page 33

Sc. Pnl. Bg. day night



I LOVE YOU
FOREVER. CREATOR

Sc. Pnl. Bg. day night

Dialo

Acti

Timing:

EPISODE #

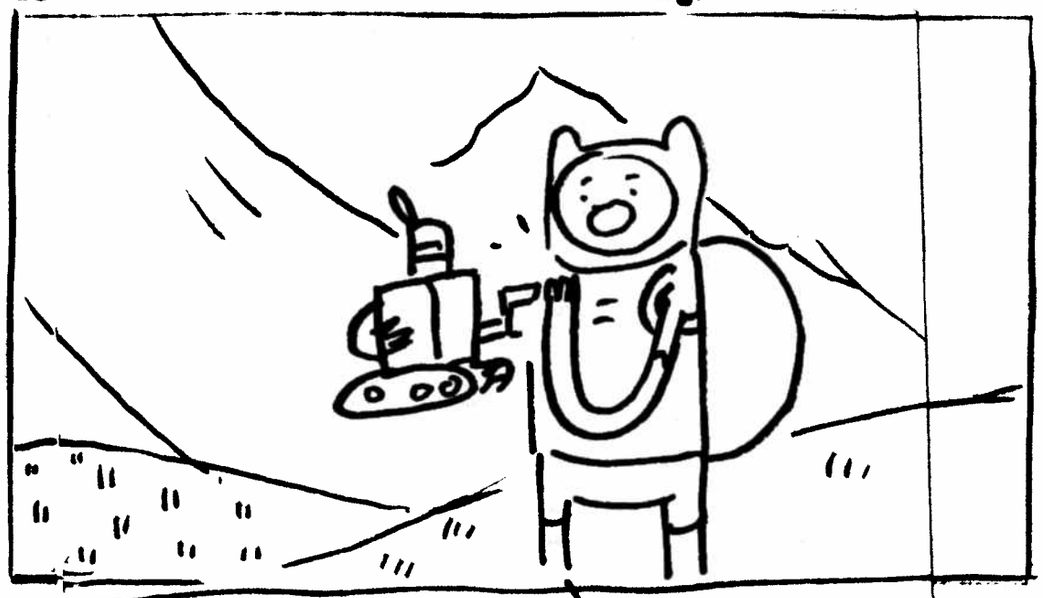
Production :

...is the property of Cartoon Network, Inc. It is unpublished and protected by various domestic and foreign copyright laws. Unauthorized use, duplication or sale is expressly prohibited and may result in severe civil and criminal penalties.

ADVENTURE TIME

Page 31

Sc. Pnl. Bg. Day / Night



Dialo

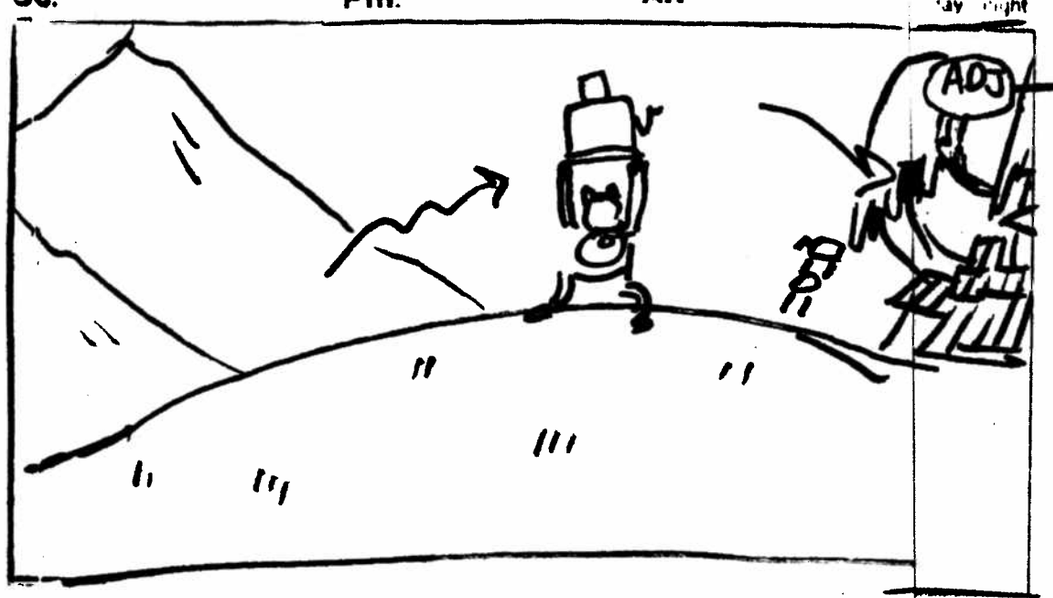
(UNCOMFORTABLE)
HA HA!

OK LET'S GO PANIC TAKE!

Actio

Timin

Sc. Pnl. Bg. Day / Night



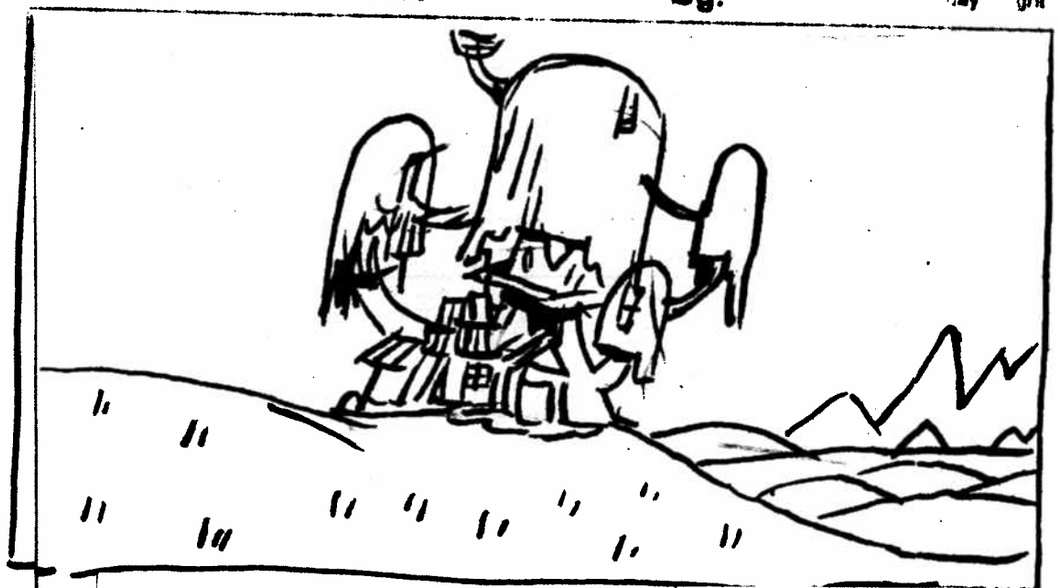
WHOO!!!!

EPISODE #

DUCTION

ADVENTURE TIME

Sc. Pnl. Bg. day night



F: JAKE WAKE UP!

J: ... HEY DU...

(NEPTR THROWS 1,000 PIES)

J: AHHH! YOU HIT ME IN THE EYE!!!! I CANT SEE!

Sc. Pnl. Bg. day night

F: JAKE ARE YOU OK MAN. I'M SORRY! I'M SOORRY!

J: I'M COOL, I'M JUST MESS IN WITH YOU.

F: OH MY GOSH DUDE YOU FREAKED ME OUT...

EPISODE #

PRODUCTION

ADVENTURE TIME

Sc. Pnl. Bg. day night

PAN

Sc. Pnl. Bg. day night



Dial

Act

Timing:

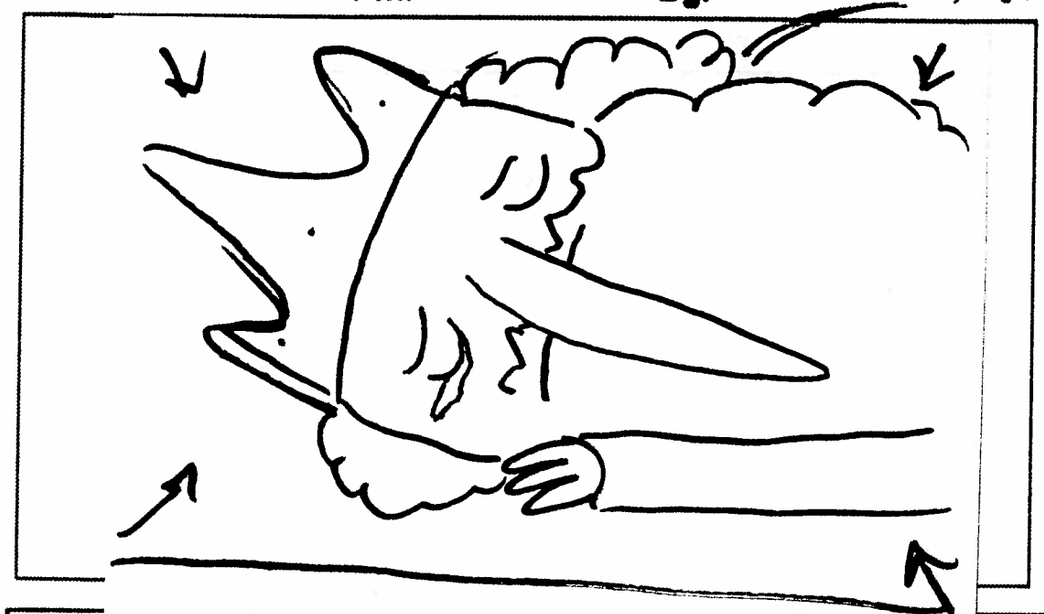
EPISODE #

Production :

ADVENTURE TIME

Page 334

Sc. Pnl. Bg. day night



PUSH IN

Sc. Pnl. Bg. day night

X-DISS

Dialog:

Action:

Timing:

EPISODE #

Production :

Property of Cartoon Network

ADVENTURE TIME

Page 335

Sc. Pnl. Bg. day night

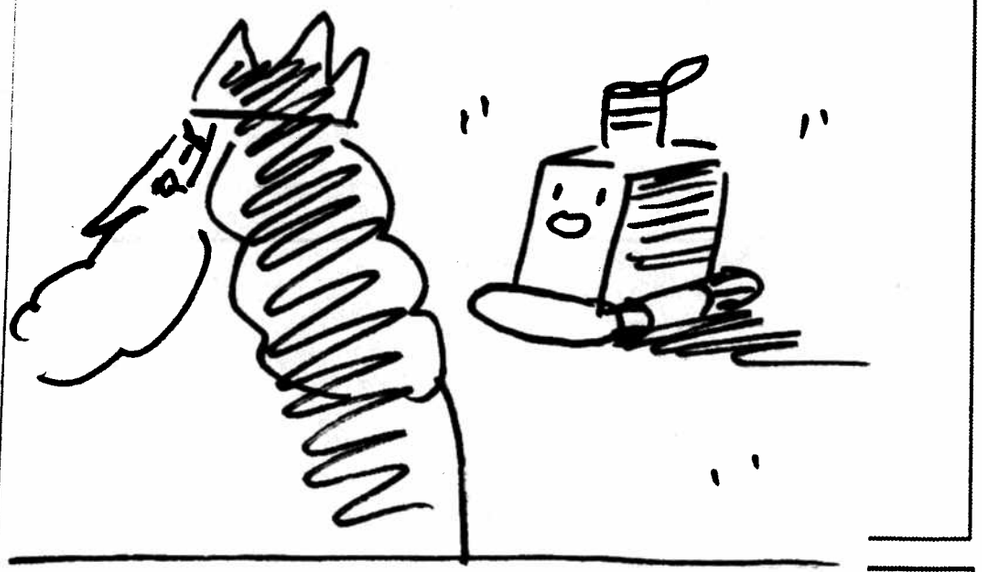


Dialo

SUN ~~GOES~~ ~~DOWN~~.

IS GOING DOWN.

Sc. Pnl. Bg. day night



SHALL WE CAPTURE PRINCESSES NOW, PAPI?

Actio

Timing:

EPISODE #

Production :

ADVENTURE TIME

Page 331

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialo

Actio

Timing:

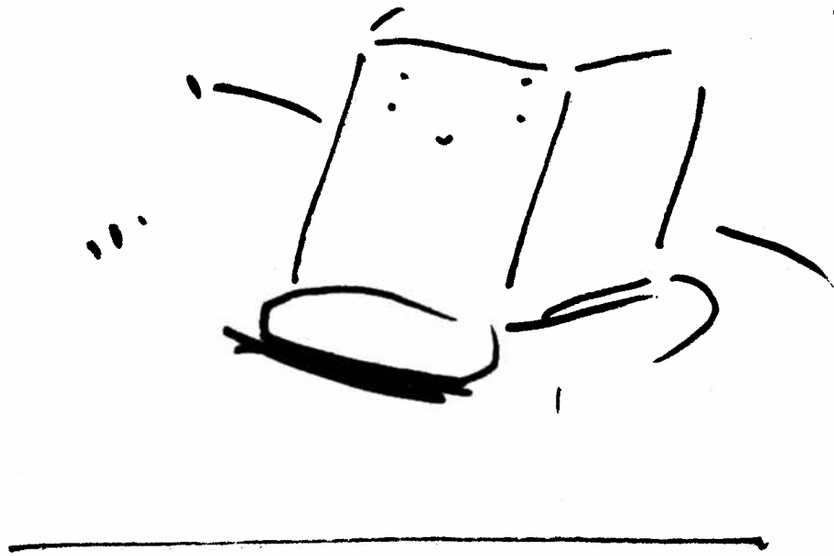
EPISODE #

roduction :

ADVENTURE TIME

Sc. Pnl. Bg. day night Sc. day night





Dialog:

Let's JUST STAY
A LITTLE LONGER—
SON...

Action:

Timing:

EPISODE #

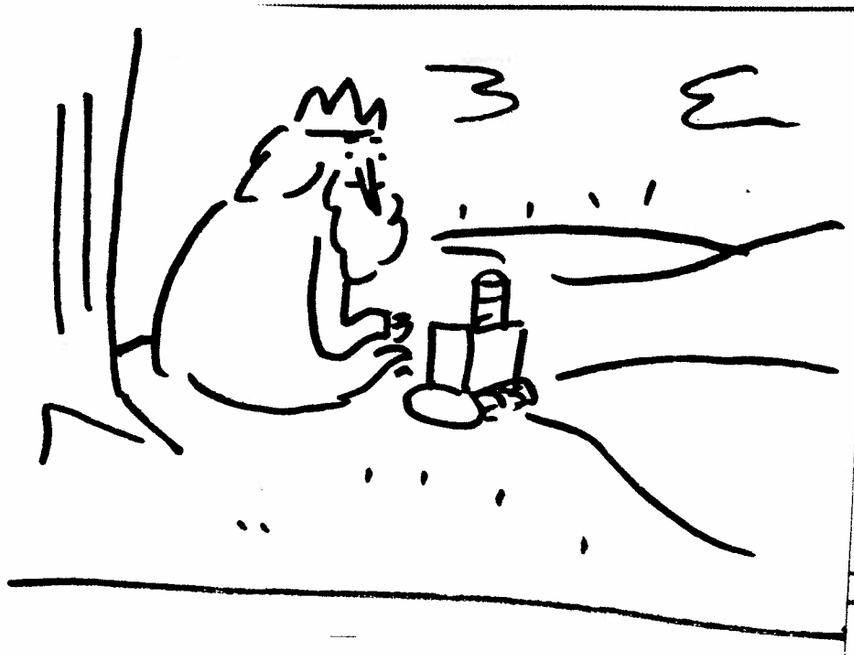
Production :

© 2009 This material is the Property of Cartoon Network, Inc. It is unpublished and not to be reproduced, sold or used in any manner, except for production purposes, without the prior written consent.

ADVENTURE TIME

Page 338

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog

Actior

Timing:

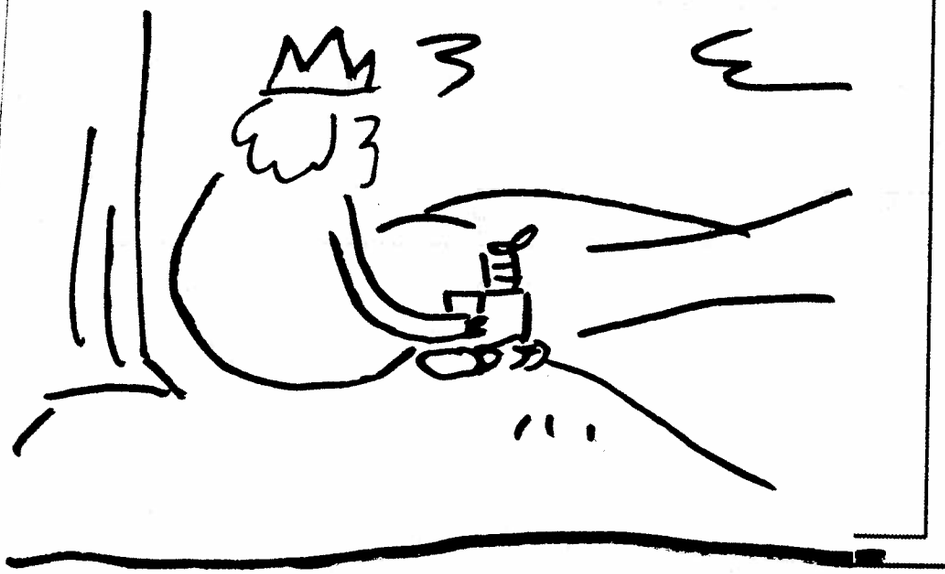
EPISODE #

Production :

is material is the Property of Cartoon Network, Inc. It is copyrighted and protected by the laws thereof. No part of this drawing may be used or reproduced in any manner whatsoever without the written permission of Cartoon Network, Inc.

ADVENTURE TIME

Sc. Pnl. Bg. day night



Dialo

Acti

Timing:

Sc. Pnl. Bg. day night



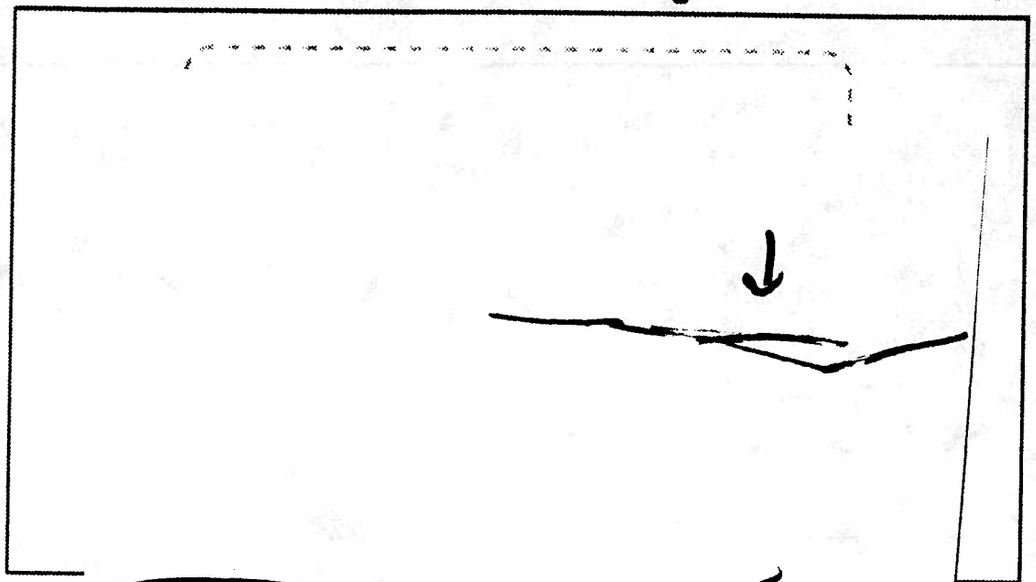
EPISODE #

Production :

ADVENTURE TIME

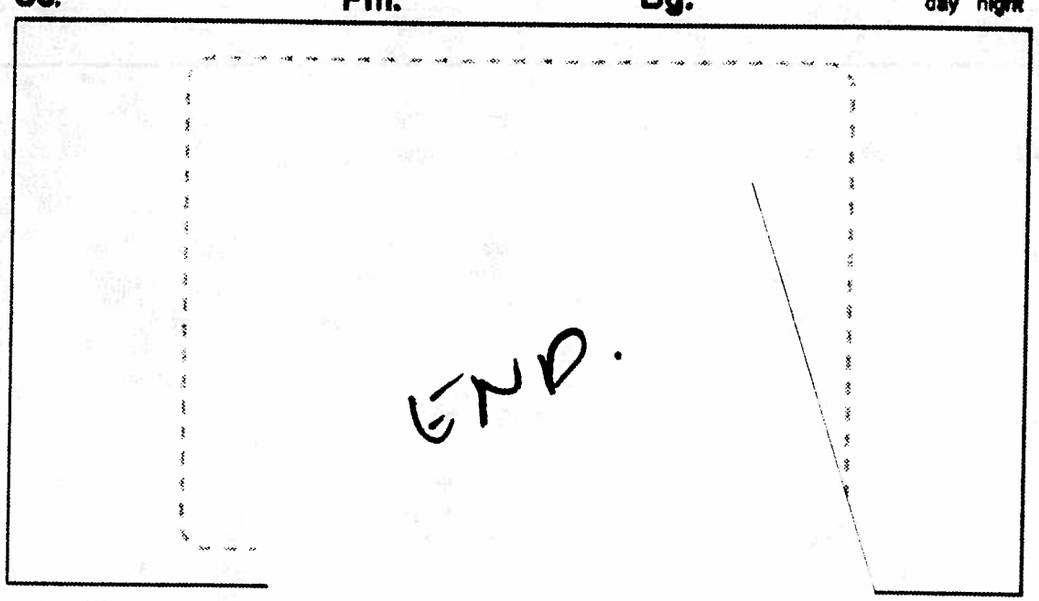
Page 340

Sc. Pnl. Bg. day night



SUN GOES DOWN.

Sc. Pnl. Bg. day night



Dialog

Actio

Timing:

EPISODE #

roduction :